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COVER FEATURE

PAGE 18

SMART SCHEMES

Have you ever wondered if you could use an ST for your latest project – or even in the course of your business? Starting on page 18, we show you how to carry out not so trivial pursuits with your ST.

Commonly-used programs can let you create graphics to impress the people you work with, or build an interesting, eye-catching letterhead. Many ST programs can load and work with PC and Mac data files, and converting text and graphics is a doddle when you know how – and we show you how!

Read all about the latest in technology, from CD-ROM to Voice Mail. And there's a couple of exclusive previews, including Compo's *That's Address 2*...

ST SOURCE

... the source of all information! This is where you'll find our short reviews, the best tutorials, your opinions and our answers to your questions...

72 SHORT CUTS
A great clip art pack and a couple of pieces of Falcon hardware take centre stage this month...

74 BEAT THE SYSTEM
Andrew Wright continues his guide around your ST by showing you how to copy disks.

78 FINE ART
Keith Berry shares his wealth of experience to help you get the best out of *Hyper Paint*...

80 TOP NOTCH
WinX was one of our great Xmas cover disk give-aways. Ofir Gal is on hand with some advice.

82 CALLIGRAPHER TUTORIAL
Perhaps we *were* mad to give you *Calligrapher Professional* last month, but that won't stop Mike Robinson from offering you a helping hand.

84 CALLIGRAPHER OFFERS
The full package, manual, dictionaries, fonts – whatever you want, you got it!

86 BASIC PROGRAMMING
Ofir Gal takes you through the finer points of GEM programming with *HiSoft BASIC*...

88 C PROGRAMMING
ST Review's Prospero C tutorial this month finds Jon Ellis using *K-Resource*...

92 COMMS COACHING
This month, Graeme Rutt takes your fingers for a walk through the Desktop BBS.

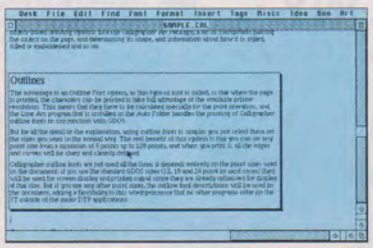
93 ATARI NETWORKS
In the first of a short series, Mark Baines looks at *Network ST*, commonly known as *NeST*...

94 ASK THE EXPERTS
You ask the questions – *ST Review*'s panel of experts provide the answers.

96 LETTERS
Find out the general feeling on some of your previous letters in this month's Opinion pages...

98 BACK ISSUES
Missed any of our issues? Order them from here...

Using Hyper Paint – page 78



Calligrapher tutorial – page 82

FEATURES

6 ST REVIEW NEWSDESK
All the latest news, including a new multi-tasking system.

10 UPDATE
Information on the latest changes to your programs.

12 COVER DISK
Colin James introduces you to *Equinox Organiser*...

14 EIGHT SUPER UTILITIES!
... and there's another eight programs to follow!

16 ALL IN ONE
Harlekin 3 promises plenty – Ofir Gal sits in judgment!

18 IMPRESSIVE PICS
Unforgettable images courtesy of Andrew Wright...

22 GET AHEAD!
Nial Grimes considers ideas for natty letterheads.

24 THAT'S ADDRESS TOO...
Exclusive preview of *That's Address 2* from Joe Connor.

25 WHICH DATABASE?
Useful hints 'n' tips on the right database for *you*.

28 BIG BUSINESS
Iain Laskey finds that his ST *can* do the business!

31 LOUD AND CLEAR
The latest Voice Mail technology from Ofir Gal.

32 ROM WITH A VIEW
You'll be amazed at what you can get from a CD-ROM...

34 HEAVENLY TWIN
Full review of the Atari-specific GEMini CD-ROM disc.

36 CONVERT ME!
Ofir Gal moves text and graphics between computers...

38 GIVE ME THE FAX
Mark Baines looks at how to work with a Fax modem.

40 PRESENTATION PLUS
Exclusive preview of Compo's *Studio Presentation*.

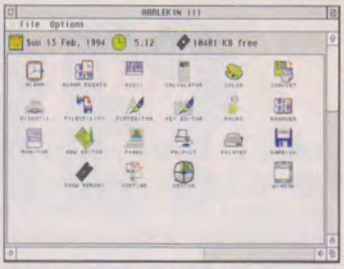
42 BOOK OFFERS
ST Review's booklist of recommended reading...

44 THROUGH THE KEYHOLE
Vic Lennard visits Compo at its new premises!

46 MIDI MONTHLY
Reviews of a new keyboard and the latest music software.

56 READERS' OFFERS/SUBS
Lots of goodies at the right prices, and how to subscribe.

60 PD ZONE
Nial Grimes looks at the latest in the public domain for business, comms, utilities and the Falcon.



Harlekin 3 – page 16.

DON'T MISS THE NEXT ISSUE OF ST REVIEW – IN THE SHOPS APRIL 21

GEMini CD-ROM – page 34.

INFORMAL

Read all about the world of Atari in our columns...

EDITORIAL:	*Survey impressions*	6
AMERICAN PIE:	*Across the water*	17
TOP MARK:	*German news*	17
WRIGHT ISSUES:	*The ST today*	20
TECH TALK:	*PC and music*	26
IN PUBLIC:	*Copyright problems*	30

EXCLUSIVE! CLASSIC ATARI GAMES OFFER – SEE PAGE 51

SCREEN SCENE

Time for a little joystick twiddling!

ISHAR 3 PREVIEW	50
POLICE QUEST	53
WIZKID	53
TOWERS	54
ENDURANCE	54
RUMBO	54
PSYCHO PIG 2	55
ROCKFALL	55
BLUDGEON!	55

Can Ishar 3 live up to its predecessors? Preview on page 50.

Games offer – including 9Lives and Defender II! See page 51.

ON THIS MONTH'S COVERDISK

EQUINOX ORGANISER

... an excellent personal management program that works in mono or colour. You get five modules for personal accounts, database, financial diary, phone book and phone messaging, in an easy-to-use keyboard-driven environment.

Tutorial starts on page 12.

Plus eight more utilities!
See page 14 for...

RDE 5 – saveable RAMdisk.
SPrint 1.2 – printer accelerator.
ASCGIF – ASCII image converter.
Art of ASCII – classic '70s graphics.
Profile 1.5 – super system analyser.
LEDPanel – desktop drive indicator.
ECVerter – Calamus to EPS converter.
DC Mousestick – make your joystick act as a mouse.

FIRST IMPRESSIONS

When ST Review ran its first survey, back in the early days of issue 2, the results were, to put it mildly, a disappointment to EMAP. Having believed that there was a substantial body of serious readers, just waiting to turn away from the other ST magazines, the publishers discovered that over 80% of owners had a 520ST with a TV set for a monitor! While certainly not wishing to denigrate such users, these statistics had a dramatic effect on the editorial coverage of ST Review – why do you think that the blues title of "ST Buyer" never really lived up to its name?

Almost two years on, the situation has certainly changed. Looking at the database of the first 600 survey replies received, well over 90% of you appear to have at least 1Mb of memory, due in no small part to the ST Review Readers' Offers. The majority of you also use a dedicated mono or colour monitor; how times have changed!

Please don't be disheartened if you still have half a meg of memory. Many programs will still run on your machine, but the number is certainly on the wane. As for using a television set, this is fine for colour art and graphics but text-based programs are a pain – as those of you who tried to use the mono emulator with Easy Base on one of our recent cover disks found out. Irrespective of your system though, ST Review will continue to support your hardware and software needs.

You may have noticed that after just one week of being on sale, some 600 survey replies had been received. After a little arm-twisting on my part, the management agreed to extend our offer to everyone, not just the first 500 readers. So you still have until March 31 to reply...

This issue has something for everyone: Harlekin 3, That's Address 2, Studio Presentation and Ishar 3 on review or preview, and interesting pieces on using your ST for business – which includes anything from homework upwards! And our pieces on Voice Mail and CD-ROM – including a review of the first Atari-specific CD-ROM disc – should further your horizons. The main cover disk program, a full, commercial, personal manager, will help you become more productive with your time and as for the rest of the utilities... I'll leave it up to you to produce a decent ASCII picture with either ASCGIF or The Ancient Art Of ASCII. Come to think of it, I'll even throw in £25 for the best one! Send in your offerings on disk and the best ones will appear in print.

Many ST Review readers have a wealth of experience, so we'd like to run a "hints and tips" section, but this requires your help. We'll pay £10 for each of the tips that we use, so get your thinking caps on – if you include a screenshot, in any format, it will enhance the chances of us using your item.

That's it from me for this month, so gently remove the disk from the cover, find a comfortable seat and enjoy your read!

Vic Lennard
Editor

AN OMEN

Could this new operating system extend the life of the current range of micro-computers?

Esquimalt Digital Logic in Canada has announced a technological breakthrough that could have serious ramifications for current computing. The Open Multi-tasking Environment (*OMEn*) is a pre-emptive multi-tasking operating system and has been designed in such a way that it will run on any 680xx-based machine such as the ST, TT, Falcon, Amiga and Macintosh – it can even run on a PC with a suitable 680xx emulation card.

With the ST and Amiga markets in decline, the product has been designed as a common operating system for all 680xx machines with the advantage that developers can write *OMEn* programs rather than machine-specific applications, so increasing the overall market possibility for those developing on 68000-based machines and eliminating the need for programmers to be familiar with each of the numerous hardware platforms.

***OMEn* uses a graphical interface that is similar in many ways to UNIX *X-Windows* but at a fraction of the size. It allows you to drag and drop files in a similar manner to *NeoDesk* or TOS 2.06 upwards; data files are dropped onto their intended program and this automatically starts up the required application.**

A unique feature of *OMEn* is the "crash window". If a program bombs out, this opens up with debugging information and options. In addition, if a program crashes while editing a file, the updated file can be dragged from the memory folder to a disk folder and saved under a new name.

The Desktop is two screens high, so using a maximum 640 by 800 pixel virtual screen on a standard ST, to allow more space for windows and employs the use of scrolling to let you to access the top and bottom halves of the screen. This is rather slow and jerky on

SHOW TIME

This year's MIDI and Electronic Music Show (MEMS) takes place at the Wembley Exhibition Centre from 22nd to 24th April. Now in its fifth year, the three day event is sponsored by *Making Music* magazine and is an industry showcase for developments in the MIDI, electronic music and recording market. This year's event looks set to continue the trend with new products from Roland, Yamaha, Akai, Korg and others.

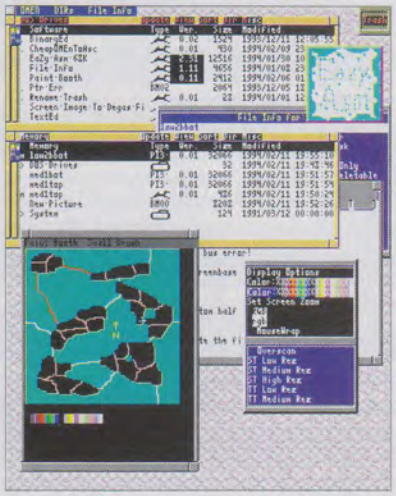
MEMS has something for everyone from the professional musician to the hobbyist, and users will be able to see the latest products recently unveiled at the Los Angeles NAMM Show and the Frankfurt Musikfest, including the revolutionary Yamaha VL1, the world's first acoustic synthesiser that was recently featured on *Tomorrow's World*. A number of seminars will run throughout the three days; two rooms will be running different features every hour. The key word for this year's seminars is "creativity" and many will include live demonstrations of composition, recording and performance techniques from many different aspects of the music industry. All seminars are free of charge to ticket holders, but places are limited.

The list of exhibitors stood at

Well established – the MIDI and Electronic Music Show is now in its fifth year.

EXCLUSIVE FIRST PICTURES

FOR THE FUTURE?



Powerful premonition – OMEn utilises a slightly different desktop representation depending on the screen resolution, including full use of colour.

an STFM but very smooth on the STE, TT and Falcon where it uses the built-in hardware scrolling. *OMEn* comes complete with development tools and documentation, and will be released as shareware. The development tools include a word processor, 68000 assembler, debug monitor and a simple paint program for editing the Desktop icons.

COMPATIBILITY

Perhaps surprisingly, *OMEn* was originally developed on an Atari ST and the other versions have evolved from this. Consequently, the Atari version is currently the most complete and is expected to be ready some time during April or May. As well as the ST and STE, the current version fully supports the TT and the finished product will also use the Falcon's improved hardware and run in all the Falcon's video modes. *OMEn* supports the play-back of digitised audio on *any* ST, STE, TT or Falcon and graphic files can be displayed directly from the Desktop.

More far-reaching than this, programs written specifically for *OMEn* will work on any hardware platform running *OMEn*. This means that an *OMEn* program developed on an ST can be transferred to a Macintosh or an Amiga and run without problems – and *OMEn* programs can be created on an ST using GEM-based compilers and assemblers.

A pre-release version of the Macintosh software will also be out in April or May and the PC version is expected two or three months later. Amiga, Power PC, Alpha IPX and Pentium versions are also planned for release later in the year.

***OMEn* should be available from your usual PD Library within the next few months...**

71 companies, with another 27 pencilled in, as we went to press. Atari UK are to have a feature area at the show and a number of well-known Atari-based companies will also be exhibiting, including 16/32 Systems, Atari UK, Atari Workshop, Heavenly Music and Take Control. Harman Audio will have the entire Steinberg range on display, including *Cubase Audio* for the Falcon. System Solutions are to unveil new products sourced from the German market and Compo Software will be demonstrating direct-to-disk recording on the Falcon, a feature sponsored by Atari UK.

MEMS '94 runs from 11am to 6pm on the Friday, 10am to 6pm on the Saturday and 10am to 5pm on the Sunday. Tickets cost £8 each at the door or £5 each if pre-ordered. You can order your tickets and book seminar places by calling Westminster Exhibitions on 0222 512128.

JAGUAR PRICE INCREASE

The Jaguar's official European launch now looks unlikely to take place before the Autumn. Demand for Atari's super console in the States has outstripped supply to such an extent that Atari has decided to ensure that the machine is well-established Stateside before pushing it in Europe.

While this does not mean that you will be unable to buy a Jaguar before then, it implies that supplies will continue to be severely limited. However, if you are lucky enough to be able to get your hands on one, grab it – the price is set to rise from £199 to £229 at the official launch. *ST Review* can also reveal that SDL, one of the UK's largest distributors to the computer trade, are to join Thornley Distribution in supplying independent retailers as soon as the official launch takes place.

The invisible cat – official launch date in Europe still to be announced.

MONITOR THIS

Ladbroke Computing (0772 203166) recently announced the availability of a new monochrome monitor at £129.99, directly compatible with all software that requires ST high resolution. The supplied ST adaptor has a small, in-built speaker and a 2.5mm jack socket for those who require higher quality output through connection to an amplifier.

Also available from Ladbroke is the Legend Trakball. This is compatible with the entire range of Atari computers including the TT and Falcon. The Legend differs from others in that it is operated by the thumb, leaving the fingers free to click the micro-switched buttons. The ball and rollers are removable for cleaning and the mechanism operates at a resolution of 320 dots per inch. The Legend Trakball is available now at a cost of £29.99.

NEWS

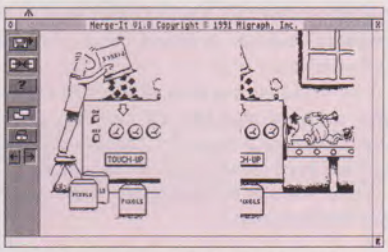
CALLIGRAPHER ADVICE

A few pointers on our great cover disk giveaway last month:

- **Always format the Program and Printer disks in the standard manner from the desktop.**
- **If during installation you have problems with your ST recognising a disk change, find *FMC.PRG* in this month's *CALLIG.TUT* folder, run it and then go through the installation procedure again.**
- **If you've installed to a hard disk, make sure that there are no active versions of *GDOS*.**
- **The DESKJETS.SYS printer driver will *not* work with either the DeskJet, DeskJet+ or LaserJet 2 series. However, these are supported by drivers in the upgrade pack.**
- **To access the on-line Help, place the Program disk in the drive and hit the <HELP> key on your ST. Why can't life always be that simple...**

HANDY SCAN

Golden Image (081-365 1102) has just launched the AlfaScan T, a 256-greyscale hand scanner for the ST that allows scans to be saved in 256 shades of grey rather than mere black and white. The AlfaScan T is a standard 105mm unit but the inclusion of *Merge It* and *AlfaScale* let you scan A4 images in two halves and join them together.



Whole maker – the included Merge-It software can take two half-scans and join them together.

The supplied software allows images to be saved in IMG, GEM, TIFF, MacPaint, PCX, NEO, Degas, TNY and Printmaster formats. The £135 package includes the scanner, Migraph's *Touch-Up v1.8x*, *Merge-It* and *Junior OCR* for converting scanned text although this option requires at least 2Mb of memory and a hard drive.

TWELFTH PLIGHT

At long last, the Xtra-RAM +8 upgrade board is available from Marpet Developments (0423 712600). This allows a standard Mega ST or STE to incorporate up to an additional 8Mb of memory. The board is available unpopulated at a cost of £60, populated to 2Mb at £120 or 8Mb for £349.99 (STE version) and 4Mb at £195 or 8Mb at £310 (Mega ST version).

Xtra-RAM +8 uses industry-standard 30-pin SIMMs and addresses the extra memory in a similar manner to that used on the TT. The board installs under the shielding on all machines and is solder-free in most cases. TOS 2.06 ROMs are also required although Marpet are working on a version that will hopefully run on earlier ROMs too.

When asked why the products had taken so long to materialise, bearing in mind the "review" of the board back in our May 1993 issue, Marpet's Martin Walsh said: "unfortunately, we had to spend the development money on Amiga 1200 products..."

They're here – STE and Mega ST owners can now boost their memory up to 12Mb.

STAR DROPS ITS THERMALS!

Star Micronics has recently reduced the cost of its colour thermal transfer printer, the SJ-144, from £569 to £459. The colour ribbons required by the printer have also been reduced (from £36 to £18), bringing the average cost of producing a mono page down to around 2p, and a 100% full colour page to around 75p. Since its launch in August last year, the SJ-144 has been manufactured in small quantities. These latest price reductions have been brought about by the printer going into full production in order to meet an increase in demand.

The SJ-144's technology uses true colour pigments rather than liquid dyes, giving a brighter output than colour inkjets with the added advantage that the print will neither fade nor smudge. The colour cartridge incorporates all four process colours (Cyan, Magenta, Yellow and Black) so producing true blacks.

The front panel sports 15 LEDs for ease-of-use, and the SJ-144 can scale pages to any one of four preset factors, even printing two pages side by side. It comes complete with a 30-sheet automatic sheet feeder and has a straight paper path suitable for use with inflexible material such as thin card and overhead transparencies. The SJ-144 can also produce strip labels, A4 vinyl labels and iron-on transfers for clothing.

Colour me – Star's SJ-144, a well-priced, fully-featured colour printer.

IN BRIEF

- **B.Ware programmer Mark Butler has recently completed the mammoth task of converting the entire text of the Old and New Testaments into *Supercard 3* format. The *Supercard Bible Collection* comes on three double-sided disks and can be installed on a hard drive or onto multiple floppies. Subject to memory, the entire Bible can be combined into a single file and searched in a matter of seconds. The disks also include the latest unregistered version of *Supercard 3*. Available from all good PD libraries.**
- **Sumner Type (081-693 3364) is planning to run a series of half-day workshops in the near future with the aim of widening your knowledge of *Calamus*. Workshops will cost £23.50.**
- **A German company has developed an interface for the Atari SLM804 and 605 laser printers that allows them to be connected to a Falcon. The "Heatseeker" is a direct replacement for the SLMC controller and is supplied with either *FontGDOS* or *SpeedoGDOS* as well as various software drivers. Cost is 199DM (with *FontGDOS*) or 249DM (with *SpeedoGDOS*) from R.O.M. Berlin on 010 49 30 4924127.**
- **In association with Atari Corporation, Jaguar consoles and games are currently available for rental in several branches of Blockbuster Video in San Francisco. The plan is to extend the rental scheme throughout the USA when the Jaguar goes on nationwide release. With Blockbuster Video outlets in the UK, and Ritz Video being a subsidiary, could this mean that we will see Jaguar rental in the UK... at some time in the near/distant (select your choice) future?**

System Solutions

Computers

520 STFM - 1Mb	£199
520 STFM - 2Mb	£249
520 STFM - 4Mb	£299
TT 030 - 32Mhz	£Call
MegaSTE 2Mb/16Mhz	£399

Special Purchase - Limited stock.

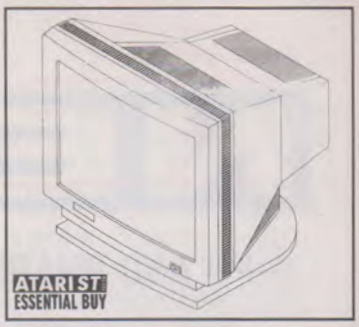
Monochrome Monitors

The award winning SM14 is a perfect replacement for the Atari SM124/5 monochrome monitors. They exceed Atari's original specifications. The 14" high resolution, paperwhite FST (Flatter, Squarer Tube), gives a perfectly centred, crisp, sharp image without blurring at the edges.
The SM14 comes without and the SM14s with, a speaker. The SM14f is for the Falcon. A Tilt and Swivel stand comes as standard.

The special version for STfm/Mega ST installed with Overscan, the screen enhancer, gives a 40% bigger display.
All monitors come as a plug in and go unit, complete with Atari plug, and no adaptors are necessary.

"Essential Buy, 90%"
ST Review, May 93

without audio	SM14/f	£129.95
with audio	SM14s	£149.95
OverScan ST		£39.95



MiniS Special Offer

A complete HDD system for all STFM/E and Mega ST computer. We have managed to secure a limited quantity of low capacity Hard Drives which come supplied in our award winning MiniS casing. This offer is valid while stocks last.

40Mb MiniS inc. Translator	£199
80Mb MiniS inc. Translator	£259

All drives carry a 1 Year Warranty
Coming Soon: Mag!x - Multitasking for all STs.

MiniS - Hard Drive System

The MiniS Hard Drive System comes with drive capacities ranging from 170Mb up to 1800Mb. This full SCSI system is hardware compatible with all Atari computers, Amiga, Mac, PC etc. They are unrivaled in size, noise, speed, and style and come with a thru port for expansion.
It is the only Hard drive awarded with an Essential Buy of 92% - Atari ST Review Christmas.93 and a Gold Award of 93% - ST Format Feb.94.

- ★ Quiet fan ★ Dual SCSI port
- ★ Device Number Switch
- ★ Internal Power Supply
- ★ Small (2.5x6x8.5in) (WxHxD)
- ★ Smart and tough plastic case
- ★ 2 Year Warranty on all drives

	TT/Falcon	ST(FM/e)
170Mb	£279	£319
270Mb	£359	£399
340Mb	£459	£499
540Mb	£759	£799
1080Mb	£999	£1049
1800MB	£1499	£1549

Please add £20 to ST(FM/e) if the ICD Link is required.
Heavy Duty professional cases with 60W Power Supply, add £50.
All Prices include VAT

Falcon Add-ons

Falcon Wing 0Mb	£49.95
Falcon Wing 4Mb	£179.00
Falcon Wing 14Mb	£Call
BlowUP 030 - Software	£15.00
BlowUP 030 - Hard 1	£49.95
BlowUP 030 - Hard 2	£69.95
14" Monitors	from £99.95
Clarity 16	£99.95
Cubase Audio	In Stock
FDI - Falcon Digital Interface	In Stock

Falcon 030 Systems

The Falcon is fast becoming the prefered choice for 8 track digital recording, with powerful programs such as Cubase Audio using it to it's full potential. The DSP chip opens up a whole new world of Sound and Graphics, and we welcome you to visit our London Showroom for a demonstration.
We have been authorised by Atari to fit all recommended modifications without voiding the warranty.

The Line & Bass Mod. consists of a reduction of the microphone sensitivity by 6dB and removal of the bass boost from the audio output. All Falcon 030, supplied by us, come with the much talked about stability mod., free of charge, which is essential for direct to disk recording.

Bass/Line level mod.	£60
Stability mod.	£50
Falcon 030 Systems	Please Call

Communications

Comms Software

Stalker	£39.95
CoNnect v2.4x	£29.95

Includes printed manual and registration

Fax Software (requires Fax Modem)

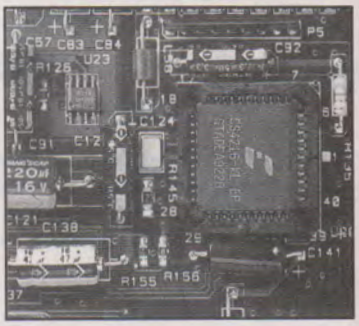
Straight Fax v2.10	£79.95
Straight Fax upgrade to v2.1	£26.00

CD-Rom Systems
Complete with interface for STFM/E
from £299.00

Hardware and Software Accelerators

The Need For Speed. Do you find yourself waiting for screen redraws? With our Hard and Software accelerators you can cut those annoying pauses. NVDI, the software accelerator, is easily installed on any hard drive or floppy boot disk, giving GEM programs an unbelievable new lease of life. NVDI has already been welcomed by thousands of Atari users because of it's very high software compatability. Special versions for Crazy Dots and Matrix graphics cards are available.
The T28/T36 Hardware accelerators boost your 8Mhz CPU into a powerful 28 or 36Mhz CPU respectively. The board fits into most STfm and MegaST computers and we are happy to arrange the fitting for you.

NVDI v2.5x	£49.95
NVDI with T28/T36	£39.95
T28 Board	£189.00
T36 Board	£279.00



Atari Software

Atari Works	£99.95
Works with SpeedoGDOS	£129.00
MultiTOS	£49.95
SpeedoGDOS	£39.95
Photo Show	£29.95
Photo Show Pro	£49.95
Diamond Edge	£49.95
Diamond Back II	£39.95
ICD Pro Utils	£39.95
Audio Calc	£39.95
DA Vector	£149.00
Calamus v1.09N	£89.00

Tower Systems

We stock Lighthouse Towers to suit the whole range of Atari computers, including the Falcon 030. If you are planning to add hardware to your machine you will find ample space inside the tower, giving you more room on your desktop. With the ST/STe and Falcon, the keyboard is removed from the body of the machine and re-cased, giving you a seperate free standing keyboard. A complete tower can contain:

- ★ Atari ST/STe/Mega or Falcon
- ★ Hard Drives, 40Mb-2Gb
- ★ Up to 3 Floppy Drives
- ★ Tape Streamers
- ★ Memory Upgrades
- ★ Hardware Accelerators
- ★ PC and Macintosh Emulators
- ★ Extra Printer and Monitor ports

Call us now, and we will put together a complete package

Repairs and Upgrades

All repairs are carried out by qualified personnel. If you would like a quote, please ask for an estimate. Need it back in a hurry? Then ask for our professional next-day service. Call us to discuss your upgrade requirements. We fit all quality upgrade products available. We can collect and deliver by courier.

Atari Workshop are the only company in the UK with TWO full time Atari Service centres.

Windsor Service Centre:
off Duke Street, Windsor, SL4 1SE.
Tel:0753-818816
London Service Centre:
17-19 Blackwater Street, East Dulwich, SE22 8RS. **Tel:081-693 1919**

Call the professionals now for your personal quote.

ATARI WORKSHOP

To order and for further information telephone or write to:
Mail Order Telephone
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System Solutions
Windsor Business Centre,
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Fax: 0753-830344
or come to our London Showroom at:
The Desktop Centre
17-19 Blackwater Street,
London, SE22 8RS
Tel: 081-693 3355 Fax: 081-693 6936
All prices include VAT
For small items under £50 please add £2.95 P&P
Large items over £50 add £10 courier charge

NEWS UPDATE

News of all the latest commercial, shareware and public domain upgrades...

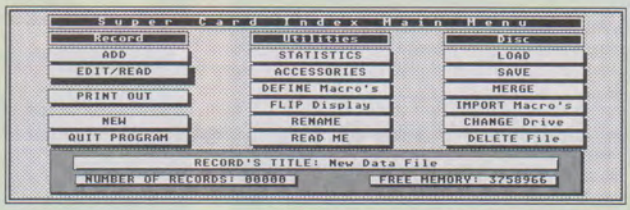
PD AND SHAREWARE

Report by Nial Grimes

Octalyser is one of the best shareware tracker programs available and the latest version promises to push it even further ahead of the competition. In addition to eight channels of crystal-clear sampled sound, release 0.90 boasts full support for the Falcon (at a staggering 50kHz) and a few more play-back modules for the good ol' STE. Certainly worth a look if you are sick of the four channel limitation imposed by most similar programs.

Another firm shareware favourite is *Supercard* and this month finds the version number taking a leap up to 3.11. I won't bore you with all of the tweaks and fixes, but suffice to say that it is quite a major upgrade and well worth picking up if you're a *Supercard* fan. Even more impressive for new users though is the reduction in shareware registration fee from £15 to just £10 – you would be hard pressed to find a budget game for that price these days, let alone a fully-featured database!

Big noise – Eight sampled sound channels and 50kHz replay on a Falcon helps Octalyser to remain the premier soundtracker for your Atari.



Cheap thrills – Supercard 3.11 takes a price dive to just £10.

Those lucky enough to own a CD-ROM will be pleased to learn that Atari's notoriously unreliable *MetaDOS* drivers have been updated. Version 2.3 seems to cure at least some of the problems associated with earlier releases and is currently available for download from most good bulletin boards; bear in mind that it may take a while for them to filter through to public domain libraries.

And finally *GEMView* has taken another leap from version 3.01 to 3.02. The main addition is load and save support for *Arrow*, *InShape* and *Straight-Fax* file formats, but as a bonus the program also runs properly as a desk accessory once again. What's more, a JPEG export module is said to be in the late stages of development and the author is promising something "very special" for the next major update...

More compatible – GEMView 3.02 offers three new file formats and the ability to run as an accessory.

COMMERCIAL

Report by Ofir Gal

This month, the FaST Club (0602 455250) weighs in with upgrades to three of its programs: both *ImageCopy v2.03* and *Warp 9 v3.83* have some minor bug-fixes (£2.50) while *Font Kit Plus v4.1* now supports the DeskJet 500 and has improved Calamus to GEM font conversion (£3.95).

From Titan Designs (021-414 1630), *Thought v1.52* has an improved installation program as a free upgrade, while Douglas Communications (061-456 9587) has now upgraded its *Ultimate Virus Killer* to version 6. This now runs as a desk accessory, has an improved user interface – and is Falcon compatible. All for the princely upgrade fee of £6.49.

On the music front, there have been a couple of updates. Steinberg *Cubase* from Harman Audio (081-207 5050) is now up to version 3.10 which has the relevant protection scheme for the new modules that are starting to appear, such as the *Studio Module*. There have also been a few minor improvements to the MIDI Mixer and MIDI File handling. *Cubase Audio 1.01* now supports the Falcon Digital Interface (FDI), works more reliably on Falcons with 4MB of RAM and includes all the new features of version 3.10.

Graphic detail – ImageCopy 2 is still going strong and version 3 is imminent.

Finally, a free upgrade to *Notator Logic 1.7* is being offered by Sound Technology. This has minor bug fixes and a brand new "multi instrument" concept that uses an icon for easier handling of multi-timbral sound devices. Contact them on 0462 480000.

Sound update – Cubase Audio now works better on 4Mb Falcons.

Easy running – Thought! has an improved installer.

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- Very quiet, no fan necessary
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The Data Pulse Plus range of drives features a full metal case with integral PSU ideal as a monitor stand.

All Data Pulse Plus Drives now come configured with industry standard 50 way SCSI Centronics sockets which allows connection of the ICD LINK (no clock) for use on the ST or a SCSI II cable for use on the Falcon etc.

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The low power consumption of these Autoparking Autobooting mechanisms means that they can operate well within their safe operational temperature ranges without the need for fan cooling. This coupled with the design of the case results in probably the quietest Hard Drive range available for the ST.

Floptical drives are a reliable, high density, replacement media drive for the ST or Falcon. Due to an optical positioning system the Floptical drive is capable of storing 21Mb of data on one 3.5" Floptical disk. The drive can also read/write 720K and 1.44Mb HD disks.

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"Data Pulse is astonishingly fast"– **Andrew Wright, ST User**

Data Pulse +170Mb	£270
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Please note all prices quoted are for main drive unit only. Add ICD LINK for use with ST or SCSI cable for use with FALCON

ICD LINK (ST)	£79.99
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Quality Mono monitor with Sound Limited Offer
The Dataview Monochrome monitor comes complete with our custom designed adaptor. The adaptor incorporates a small beeper and also a 2.5mm output for better sound reproduction. The monitor/adaptor combination is fully compatible with all ST high resolution programmes and includes a tilt/swivel stand.

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Microvitec 1440	£399.99
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The Microvitec 1440 is a multisync monitor compatible with both the Atari ST and the Falcon. Utilising the ST switch box it is possible to display all three ST resolutions on the same monitor. Also compatible with screen blaster for the FALCON.

*"Microvitec 1440...Highly recommended"–*Atari ST User

Dataview .28 SVGA £239.99
This high quality SVGA colour monitor comes complete with Falcon adaptor. The .28 dot pitch gives the highest quality picture (Falcon will only display 256 colours in high resolutions).

ST-SVGA adaptor	£19.99
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The Samsung C13352X is a 14" SCART input TV with remote control and on-screen displays.

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2400 Baud Voyager £84.99
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High quality 300 dpi mouse with microswitched buttons ST/AM.

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Marpet upgrades for the ST are "plug in" and require no soldering. They are compatible with most motherboard layouts and come with full fitting instructions. These boards accept SIMM boards and are upgradeable at a later date. Please check that MMU and Shifter are "socketed' before ordering.

Unpopulated Marpet Board £24.00
See SIMM prices below

Forget Me Clock II	£13.99
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240 PPQ Midi Standard file format compatible. 100 tracks. Phrase arrangement. Very easy to use.

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- 100,200,300,400 Dpi Resolution
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- 105mm scanning head
- Includes Cartridge through port with switch box
- Supplied with Scanlite Accessory. Compatible with any graphics package which supports accessories.
- Allows scanning directly into compatible packages, such as Silhouette.

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Hand scanner supplied with Silhouette V1.4 Autotracing vector package (mono monitor only). £119.99

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The Only ATARI Authorised Repair Centre in the UK

Our Atari trained technicians can repair ST's at competitive rates. We can arrange for fully insured, courier pickup and return delivery of your machine to ensure its safety. We even have a same day service which will ensure your machine is given priority and subject to fault, completed the same day.

We offer a Quotation service for £15 for which we will examine your machine and report back with an exact price for repair. If you do not wish to go ahead with the repairs then just pay the £15. However if you do go ahead then the charge is included in the minimum charge.

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- Check configuration before ordering

PC Speed STFM or STE (XT)	£49.99
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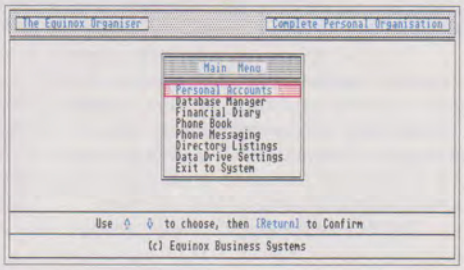
Ever wished your appointments, contacts, vital phone numbers and financial information were available at the stroke of a key or two? Colin James shows you how with Equinox Organiser...



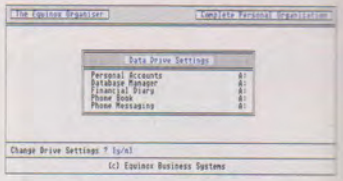
Equinox Organiser's Main Menu – just waiting for you to decide what info to record next.

Complete personal organisation is the way Equinox Business Systems describe *Equinox Organiser* and – with a little bit of initial thought and effort on your part – that's just what you get.

This is not merely a diary with a few extra bells and whistles – it will help you look after your personal accounts, allow you to keep detailed records in its database, and provide you with a diary you can use for appointments and/or daily finance records which are totalled for each day and month, a phone book for your contacts and a very neat phone messaging facility.

INSTALLATION

Hard disk owners have got it made – simply double-click on the *HARDEO.TOS* installation program in the *ORGANISR* folder and the program takes you through the simple steps involved.



The default data drive settings for floppy drive users. Change them to B: by highlighting the appropriate program and pressing Return.

If you're a floppy disk user, duplicate the disk using *STRBAKUP.TOS*, on the Cover Disk. Write protect the back-up copy and then format two disks from the desktop – one for the Database, the other for the Phone

IN CONTROL

PERSONAL ACCOUNTS

With Personal Accounts selected at the Main Menu, press <Return>, then follow the prompts. After entering the date, the Personal Accounts main menu appears.

Let's say you want to monitor your current bank account. Choose Bank A/cs, enter a suitable file name, set or confirm the path and fill in the month and year for the data period, and an opening balance if you wish. Answer <y> to the prompt "Do you want to set-up your bank account details?" and fill in the requested details, pressing <Return> after each one, and <y> to confirm.

For now, answer <n> to the question "Another new account?", and again to "Do you want to set-up your Credit Card details?" (but experiment with this to your heart's content later).

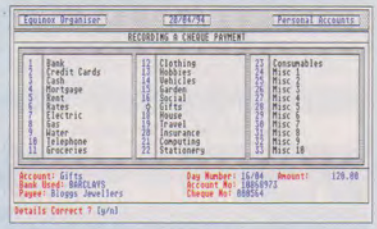
Now you're at the Bank Account Menu. Choose Payments, and a predefined list of expenditure types appears. Type in 17 (which is for Gifts) as the account number, followed by day in the month (a number is required here), and the amount. The name of the Bank Used and the Account No. will be filled in for you – they're the ones you've just set up. Now type name of Payee and Cheque No, and confirm details are correct.

Answer <n> to "Another entry?", press <Esc> to go to the Personal Accounts main menu, and choose Expenditure A/cs, View Entries. Type in 17 and choose Screen Report. Details of the entry you just made are now displayed.

As you will no doubt have noticed, Personal Accounts handles credit card and other transactions as well. Use them in a similar way to the above. There are facilities for viewing and printing account statements – no need to order one from the bank or wait for the monthly one to arrive any more! And the Expenditure A/cs allow you to see precisely what items your money is being spent on.

You don't have to limit yourself to the predefined list of expenditure types – these can be edited to include your own particular ones by choosing Expenditure A/cs at the main menu, followed by Amend Heading.

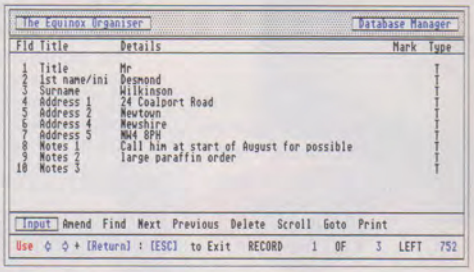
Now exit to EO's main menu, pausing only to save the data you've entered if you wish.



The predefined list of Expenditure Accounts in Personal Accounts. You can edit these to cater for individual needs although the list is quite comprehensive.

DATABASE

Load this from the Main Menu or by double-clicking *DATABASE.PRG* in the *ORGANISR* directory window. Choose Create New File and enter your choice of file name – use CONTACTS if nothing else springs to mind – and enter a directory path, or use the default which you set up using Data Drive Settings at the Main Menu. It's safest for floppy drive users to use B:, whether you have one or two drives.



Entering data into the Database after defining the fields.

Now you're asked to enter your first field title. Enter Firstname, or whatever name you prefer, set field type to T (for text) and make the field length 20 characters (maximum field length is 45 characters, but 20 should do for most names).

Enter subsequent fields – Surname, Address 1 to Address 5, Telephone and Fax – in the same way. Have one or several fields for Notes as well if you wish. All are test fields for the purpose of this experiment.

When finished, press <Enter> with nothing typed into the field prompt, and you will be prompted to place your formatted floppy into the drive. Your database file will be created – be prepared for a wait as it's not a very fast process!

You'll be returned to the Database main menu where you can now choose Access Field Data, followed by Input, and start to create records by typing in data.

With a few records typed in, experiment with the Find, Next, Previous and other options. Note that if you choose Scroll, the program cycles continuously through the records until you press <Esc>.

Press <Esc> to leave the Database. Choosing Close File at the Database main menu will save your data before you exit the program. You'll be prompted to replace the data disk with the EO program disk.

Book. Double-click the *ORGANISR* folder to open it, then double-click *MENU.PRG* (later, you can double-click any of the individual EO programs to go straight to the particular part of EO you want, but for now we want to see the Main Menu).

The Main Menu appears, and from this point on, there is no mouse clicking – the <arrow> keys, <Return>, <Esc> and the <y>/<n> keys (for yes and no) are the order of the day.

Second to bottom on the menu you will see Data Drive Settings. Choose this now if you wish to keep your data files on any drive other than the default, which will probably be **A:** for floppy drive users, and **C:** for hard disk users. Move to the option with the <arrow> keys and then press <Return>. Change drive settings as directed, then press <Esc>, followed by the <n> key to return to the main menu.

To save repetition in the following program mini-tutorials, here is the *ST Review* potted guide to moving around the program interfaces:

- When prompted to type in a date, type it in the form dd/mm/yy (24/05/94 or 11/10/94 for instance).
- Menu options are in a line immediately underneath the main area of the screen where the data appears – move through these options with left and right <arrow> keys, and press <Return> to choose.
- Be careful when presented with the <y>/<n> option – you can lose your edits if you hit the wrong one.
- Generally speaking, to move back to the previous row of options or to exit the program, press <Esc> – this never, however, takes you straight out of a program, you are always asked to confirm.

DIRECTORY LISTINGS

You've probably noticed the Directory Listings option on the EO main menu. This is to enable you to view all your directories and files while using *Equinox Organiser*. You will find this an invaluable aid to recalling what you have on disk, and what name to type in when you are prompted for a file name.

After choosing the option, simply type in the required path or accept the default to see what files you have.

```
DIRECTORY  A:\

A:
ACCOUNTS.PRG    CHKPTN  .DAT    DATABASE.PRG    DESKTOP .INF
DIARY   .PRG    HANDER  .TOS    MENU    .PRG    MESSAGE .PRG
PHONE   .PRG    CHRIS   .EPM    PB      (DIR)   RICKO   .NFS
RICKO   .NEF            .DES            .NFS            .BAK
XXX     .EPM    XXX     .EPM    88888888.EPM    CCCCCCCC.EPM
CONTACTS.DES    CONTACTS.NFS    RICHARD .EPM    DAVID   .EPM

Press ANY KEY to continue ...
```

Choose Directory Listings from the Main Menu to show the files in the directory you have typed a path for.

FINANCIAL DIARY

Load from the main menu or by double-clicking *DIARY.PRG* in the *ORGANISR* directory window. Choose Create New Diary, Select Date, and enter the date you want to review. You'll now be at the Day Displayed menu.

Choose Access, New Input, Appointment Time, and enter a time. You are prompted for morning or afternoon. Make your selection, and the time appears at the top of the left-hand column.

Now enter the appointment details. Let's pretend you're a consultant and you're seeing a client, so type something like: "Mr Brown, half-hour consultancy". Enter a "mark" against the entry to symbolise something special about the appointment if you wish – for instance, use an exclamation mark if this is a particularly important meeting. In the Money column, enter £20 – the amount you are charging Mr Brown.

Make another, similar kind of entry for, say, 35 minutes later. Note how the two amounts are automatically totalled. Press <Esc> to return to the Day Displayed menu. Choosing Previous or Next takes you to the day before or after the current day. Choose Access on any day to make a new entry.

Press <Esc> again and the option to Save your data appears. Choose this if you want to keep the information, otherwise continue to press <Esc> and return to the main menu.

```
16/04/94          Saturday                    Activity File
TIME      APPOINTMENTS / NOTES                MONEY

10:15 AM  Mr Brown, half-hour consultancy     !    20.00
10:50 AM  Mr White, half-hour consultancy     !    20.00
11:25 AM  Mr Green, half-hour consultancy     *    20.00

Line:  New Input  Amend  Mark  Delete  Move  Copy   £    60.00
Use ⇧ ⇩ to Select : [Return] to Confirm : [ESC] to Exit
```

The Financial Diary automatically totals the amounts you enter in the Money column – a handy way of keeping track of income or expenditure.

PHONE MESSAGING

Load the program, enter your chosen user name (eight characters maximum) and choose Take Incoming Message.

You are prompted for all the information regarding the message. The message itself is typed on the numbered lines below the message "header" information. Press <Esc> to finish. Edit the message if you need to, Print it if you want to pass it on manually or keep a "hard copy" record for yourself.

Now choose Send and Clear to save the message to disk and clear it from the screen. You can send the message to your own user name if you wish.

Choose Restart and when you're asked to enter your name, enter the name of the person you "sent" the message to.

This time, you will see a new option – Scan Own Messages. Choose this, and the message you entered previously is displayed. You can print or delete the message after reading it if you wish.

```
The Equinox Organiser        User DAVID        Phone Messaging
Message: 2 of 2                                Taken By: RICHARD
Caller : Archie Andrews      Phone: 01234 56789   Date: 15/04/94
Company: AA Enterprises        Ext: 123           Time: 03:21 pm
1   Archie says he is not impressed with the quality of the last
2   consignment. He says he will be looking at the small print of our
3   agreement with him if the next lot is as bad.
4   I managed to pacify him by telling him we had gone back to our
5   original materials supplier, which should ensure the quality he has
6   been used to next time.
7
8
9
10
11
12
Incoming Message Options:  Previous  Print  Delete
```

David reads a message left by Richard in Phone Messaging. Print messages if you wish, or simply delete them after reading – much more hygienic than eating them!

PHONE BOOK

As with the Database, you need a formatted floppy disk at the ready. After reaching the Phone Book main menu, choose Create New File and place the blank disk in the drive when prompted. The file (or rather files as Phone Book creates one for each letter of the alphabet) will now be created – and it may take some time!

Now choose Open File and type the letter under which you wish to make your first entry. Thereafter, Phone Book assumes you start any name with the letter you want to file it under, so it's probably best to type surnames first if you're entering individuals. You'll hear the drive accessing the appropriate file for the first letter you typed each time you press <Return> after typing a new name.

All the other options available to you are quite self-explanatory – experiment and enjoy! The data is saved as you enter it, so don't worry about losing it when you exit the program.

```
The Equinox Organiser        Phone Book        Abe - And
Name              Address                        Phone No.

Abercrombie, Davd 27 Greewood Close, Newville, NV0 0QI  0123 4567
Anderson, Derek   52 Middlemass Drive, Leetown LW5 1NM  09876 246810
Andrews, Archie   43 Rake Lane, Longtown LG5 0HG        01357 90879

Options:  Input  Amend  Delete  Next  Last  Turn Page  Goto  Print  Find
```

The Phone Book is very easy to use, and saves the data as you enter it.

AND THERE'S MORE...

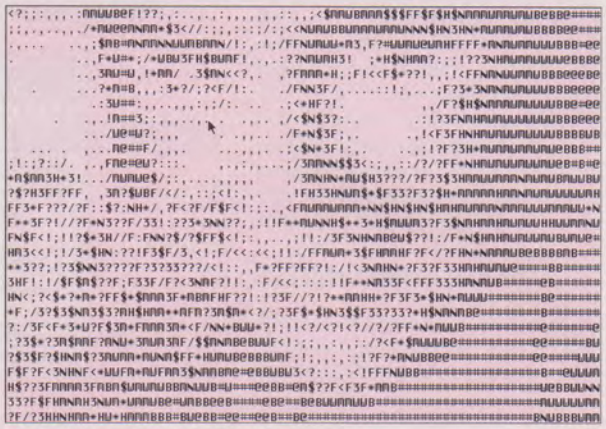
It's amazing how much you can fit onto a single disk!

THE ANCIENT ART OF ASCII

FREEWARE • HIGH RES ONLY
• BY DAVID BECKER

Create 70's style computer graphics...

This program converts any high resolution Degas file (.PI3) into a picture made up of plain ASCII characters. The *ANCIENT* folder includes a sample file called *FACE.TXT* – double-click on this and "Show" from the desktop to get a quick idea...



Remember those '70s computer images? Ancient is your chance to recreate them on your ST!

DC MOUSESTICK 1.0

FREEWARE • ALL RESOLUTIONS
• BY MICHAEL VEDERMAN

Let your joystick imitate a mouse.

This clever utility allows you to use your joystick as a standard mouse – useful if your mouse ever breaks down. To install the program, copy it to the AUTO folder of your boot disk and reset the system. Run *DCMSTICK.PRG* to configure the program.

ECVERTER 1.0

SHAREWARE •HIGH/MEDIUM RES
• BY HAKON EINES

Convert .CVG graphics to Postscript.

With *ECVerter*, you can convert Calamus .CVG files into .EPS (Encapsulated Postscript) files and vice versa. Run *EPSXCVG.PRG* and select the type of conversion you require; you can convert a single file or a folder full of files. Click on the source and destination boxes to select the paths and files.

RDE 5

PD • ALL RESOLUTIONS
• BY W. EVANS

Save your RAMdisk with its contents.

This is a RAMdisk with a difference. Not only is it reset-proof, but it can also be saved with its contents. Load *RDE.PRG* and create a RAMdisk file. Quit *RDE* and run the file you have just created, so installing the RAMdisk in memory. The program will now allow you to recreate the RAMdisk including any files you have copied into it.

LEDPANEL 2.3

PD • ALL RESOLUTIONS
• BY CHRISTOPH ZWERSCHKE

See the time and disk activity.

LED Panel is a useful utility that can be run from the desktop but is best copied into your AUTO folder. It can display disk activity, time, date and even whether <CapsLock> is on or off. *CONFIG.PRG* lets you fully configure the program.

SPRINT 1.2

PUBLIC DOMAIN • ALL RESOLUTIONS
• BY KELVIN UNSWORTH

Speed up printing with this patch.

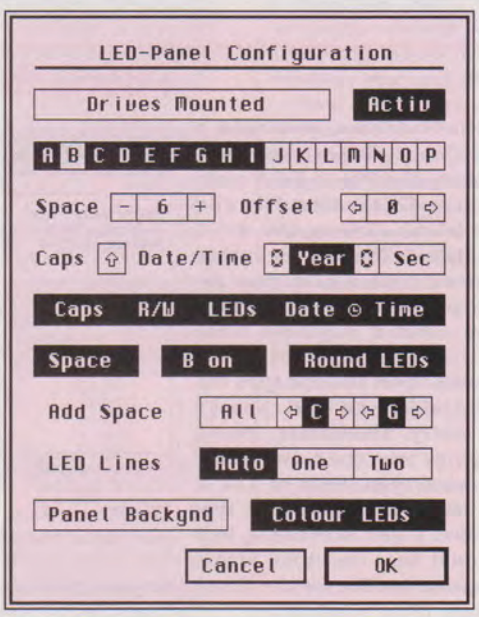
SPrint is an easy-to-use printer accelerator. Copy *SPRINT.PRG* into the AUTO folder and reboot to install. It works best with inkjets and lasers but will also improve the speed of dot matrix printers.

PROFILE 1.5

SHAREWARE • ALL RESOLUTIONS
• BY MARK BAINES

Analyse your ST's system.

This comprehensive analyser tells you all about your system, from TOS version to esoteric system variables. Run the program and wait for a few seconds until it displays the Options menu. Press <1> to start the analysis and use the <left> and <right>cursor keys to move through the various screens.



The LED Panel configuration program lets you display the date/time and fully customise the display.

ASCGIF 1.6

PUBLIC DOMAIN • ALL RESOLUTIONS

Yep – another ASCII image converter...

ASCGIF is similar to *The Ancient Art of ASCII* except that it converts .GIF images into ASCII "pictures". To convert a file, double-click on *ASCGIF.TTP* and enter the name of the .GIF file. Conversion takes a few seconds and when complete, the program displays the various options. Type <v> followed by <Return> to view the result or <h> for help.

USING STRBAKUP.TOS

Always back up your cover disk and keep the original in a safe place. Run *STRBAKUP.TOS* and follow the on-screen instructions; the program even formats the disk for you. *STRBAKUP.TOS* is only for backing up your cover disk; it is not recommended for any other use.

GENERAL DISK PROBLEMS

In the unlikely event that your cover disk won't load or gives you any other problems, disconnect any peripherals,switch your computer off for at least 20 seconds and try again. If this doesn't solve the problem, return your disk, with a stamped addressed envelope, to:
P.C. Wise Ltd, Dowlais Top Business Park, Dowlais, Merthyr Tydfil, Mid Glamorgan CF48 2YY.

PC Wise will test your disk and send a replacement as quickly as possible. You can contact the PC Wise Helpline with any urgent problems concerning faulty disks on 0685 350505 between 10.30 and 12.30, weekdays.

Should you require technical help, call the *ST Review Helpline* on Friday afternoons between 2pm and 5pm on 0625 859766.

FaST Club

For users of Atari ST & Falcon computers

7 Musters Road - Nottingham - NG2 7PP
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Software

❒ Address 1.6	£12.95	❒ Imagecopy 1 (Mono)	£ 9.95
❒ Astronomy Lab	£24.95	❒ Imagecopy Colour	£14.95
❒ C-Font2	£ 9.95	❒ Key Master	£ 6.95
❒ CalAssistant	£19.95	❒ Molgraph 2	£24.95
❒ CalAssistant SL	£29.95	❒ Mouse Master	£ 9.95
❒ Clip Art Catalogues (2)	£ 4.00	❒ Mouse Tricks 2.15	£ 9.95
❒ TW Clip Art Catalogue	£ 2.95	❒ Multiprint	£ 9.95
❒ TW Clip Art Set 1	£ 8.50	❒ PageAssistant	£29.95
❒ TW Clip Art Set 2	£ 8.50	❒ Redacteur 3.15	£99.00
❒ TW Clip Art Set 3	£ 8.50	❒ Redacteur Lite	£69.00
❒ Easy Text Plus DTP	£19.75	❒ Redacteur Junior	£39.00
❒ Easy Text Pro DTP	£34.95	❒ Trimfont	£ 9.95
❒ EdHack	£ 9.95	❒ Ultimate Virus Killer 6	£12.95
❒ Fontkit Plus 4.1	£24.95	❒ Universal Item Selector III	£14.95
❒ Fonty: Calamus Font Editor	£11.95	❒ Warp 9	£29.95
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❒ 20 x 3.5" DSDD disks £5.95

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Another cracking program from Jeremy Hughes, author of Imagecopy. Enter your text into Textstyle, select a Calamus or GEM font, add text effects and justification, and the resulting picture file can be imported into a whole range of packages. Great for generating headlines for wordprocessors like First Word Plus, Redacteur or Write ON; or use it with an art package such as PixArt to make posters, banners, greetings cards, etc. Thousands of applications.

❒ Textstyle bundle £14.95

Order Textstyle at the same time as Imagecopy2 or PixArt and save £5.

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❒ ST Club Catalogue Free

Probably the most comprehensive catalogue for the ST. Details on hundreds of PD and Shareware disks plus specifications of all of the products listed in this advert.
Disks cost £1.25ea; or just £1 for subscribers!

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What a picture

❒ Imagecopy 2 £19.95

There is no better way to grab, view, convert and print images on your ST or Falcon. Supports 9-pin and 24-pin Epson compatibles, Cannon BJ, HP Desk/Laserjet mono and colour printers.

Only the best

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❒ Warp9 v3.8 £29.95

At last, the Falcon enhanced version of our highly acclaimed screen accelerator package, Warp 9.

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❒ Your Second Manual £8.95

Hidden away in an office in Denmark we have unearthed what must be the last stocks of this classic ST book. If you feel as if your computer knows more about computing than you do, then you need this book! A brilliant introductory text for beginners or anyone new to Atari computers. This is the authorised printed version of Y2M: beware of imitations!

Great fonts

❒ Calamus Font Set #1 £8.95
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❒ STC Fonts Catalogue £2.95

Our professional quality range of Calamus fonts.

Omikron

We are the UK distributor for this famous German software publisher. Our release schedule for the English versions of their ST and Falcon software:

❒ PixArt £34.95

Feature packed true colour pixel painting program. PixArt is very quick, supports digitizers and graphic tablets, supports all ST-TT and Falcon screen resolutions (monochrome to 16.7 Million colours) and runs on all fully GEM-compatible graphics cards.

Other highlights: you can zoom in or out of the picture and still use all the drawing tools. PixArt has very creative block manipulation facilities that will be of great use to DTP users. PixArt is fully Falcon compatible. *Wonderful, wonderful!* is how the German Atari magazine TOS summed up its feelings about PixArt! Available: Now.

❒ Freeway £tba

A new generation database that combines free-form text database structures with traditional field structures. Accessible internal SQL-structure and fully Falcon compatible. Available: February

❒ Mortimer £14.95

Memory resident multi-function utility that can be called up from within any GEM or TOS application.

Features include: text editor, printer spooler, keyboard macros, virus guard, flexible RAM disk, screen grabber, disk utilities such as file copying and disk formatting, and a pop-up pocket calculator. Available: Now

❒ Mortimer DeLuxe £34.95

Even more features: ten text editors, file search, disk copier, better file selector, time scheduler with alarm, and more... Fully compatible with ST, TT and Falcon computers. Available: February

ST Applications

For the last three years we have been publishing a monthly magazine for ST users. Full of informative and authorative articles ST Applications is an essential read for all Atari users who are serious about getting the best out of their machine.

Don't take our word for it, here are some unsolicited comments from happy readers:
unfailingly interesting, superbly written NWF
really excellent value GFS
invaluable service for ST users PS
consistently impressed AS
no hesitation in renewing my subscription PPK
you can read it again and again RF
Originals of these letters available for inspection at our offices.

Falcon Applications
Includes our mag-in-a-mag supplement on all things Falcon

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❒ 12-issues: £24.00
❒ 3-issue trial: £5.00
❒ Sample issue: £2.50

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Risk Free. Susbcriptions to ST Applications are risk free. Write asking us to cancel your subscription and the full unused balance of your subscription will be refunded by return of post. We have been publishing software, books and magazines for the Atari market for over 8 years.

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❒ ST 3D Graphics Programming	£22.95
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❒ Tech Ref Guide Atari ST Vol 3	£22.95
❒ Guide to Timeworks DTP	£ 9.95
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JACK OF ALL TRADES

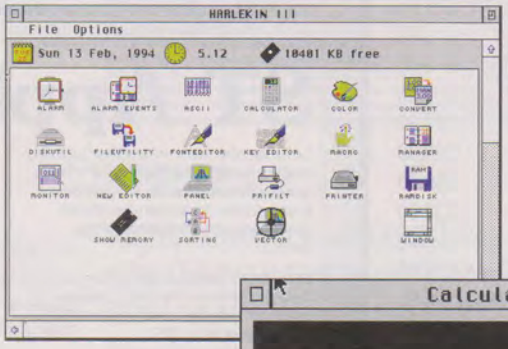
Fed up with being limited to six desk accessories? Ofir Gal looks at one solution...

There are plenty of desk accessories that perform all kinds of useful tasks. Appointment books, notepads, calculators and calenders are freely available, but sooner or later the six accessory slots run out. The solution comes in the shape of *Harlekin*. Now at version 3, *Harlekin* aims to solve this problem by combining all the utilities you'll ever need into one desk accessory.

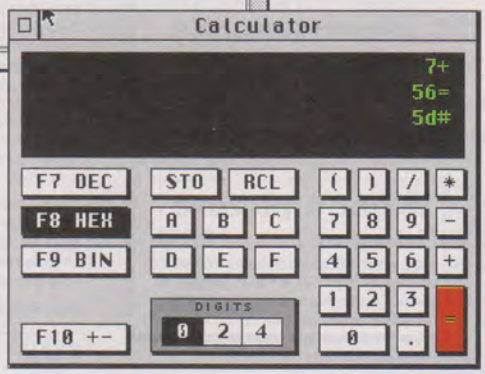
READY TO GO

Harlekin comes on a single disk with an easy-to-use installation program and a 168-page, ring bound manual. It features no less than 24 modules, each designed as a separate desk accessory, but the beauty of the beast lies in the fact that they are all available from one desk accessory slot.

Selecting the *Harlekin* menu item opens the main window where 24 icons represent the various modules. Double-clicking on any icon opens the appropriate module. Rather cleverly, all modules share memory – *Harlekin* is not memory hungry. Each module can be assigned a keyboard shortcut and even *Harlekin* can be called by a key combination which you can reconfigure.



The Harlekin desktop gives quick access to the various modules via icons or keyboard shortcuts.



Among the many modules is a calculator. Results can be pasted into a word processor or DTP package.

THE MANAGER

The main module features a fully-fledged appointment book. The Manager module, as it is called, is integrated with the text editor and alarm module and allows free entry of text. It features a daily, monthly and yearly planner and allows you to define daily, weekly and monthly events.

Each event may be given a priority level and linked to one or more icons. Logical search facilities are provided, allowing you to view events of certain types. If you have a modem, any phone numbers can be dialled automatically by double clicking on the number.

WHAT'S NEW?

The main improvements are *MultiTOS* and *Falcon* compatibility along with a new and much improved user interface. All main dialogue boxes are now window-based and each button has a keyboard equivalent. Modules can be removed if not required. Memory handling has been improved – modules share a global memory pool, optimising the amount of RAM *Harlekin* requires. All menus also have keyboard shortcuts and windows can be closed by pressing <Control><U>.

Modules are now loaded from disk when needed, which saves on memory but slows down use on a floppy-based system. A much better solution would have been to let you decide which modules should be memory resident.

The text editor can now handle up to four documents at a time and supports the GEM clipboard, a welcome addition. The Manager features improved sorting facilities including inverse sort. The communication terminal windows are now resizeable and it also supports a scripting language. The Alarm module can be linked with the Manager module so that Manager events can trigger an alarm. The Printer module now supports printer fonts and is freely configurable.

The Manager module features a flexible monthly planner with more options than you're ever likely to need!

VERDICT

Harlekin 3 is a very useful utility. It is well thought out and extremely reliable although there are a few problems on the Falcon – it does not like resolution changes and the screen saver does not work.

Some form of an address book would be an ideal addition to *Harlekin* and would work very well if the authors found a way of integrating it with the Manager, as with the alarm and text editor modules. There should also be a simple way of enabling and disabling modules; currently you have to rename the module files. On the whole, Harlekin can be recommended as a professional tool. All I want to know is how did they manage to squeeze it all into 150Kb of memory?

HARLEKIN MODULES

Clock, Alarm Events, ASCII Table, Calculator, System Colour, Disk Tools, File Utilities, System Font Editor, Keyboard Editor, Macro Editor, Appointment Manager, Memory and Disk Monitor, Text Editor, Control Panel, Printer Filter and Spooler, RAM Disk, RS232, Memory, Sorting, Vector, Comms Terminal, Window Colours.

PROS AND CONS

- ✔ Small memory requirement
- ✔ Flexible and fully configurable
- ✔ Excellent user interface

- ✘ Works best with hard disk systems

"All the desk accessories you'll ever need in a single package."

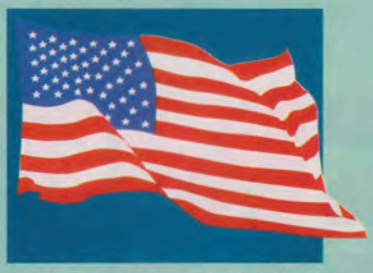
NAME: HARLEKIN 3
COMPANY: HISOFT
CONTACT: 0525 718181
PRICE: £59.95 (£19.95 upgrade from v2)
SYSTEMS: ALL SYSTEMS AND RESOLUTIONS

EASE OF USE	✪✪✪✪✪
DOCUMENTATION	✪✪✪✪✪
EFFECTIVENESS	✪✪✪✪✪
VALUE FOR MONEY	✪✪✪✪✪

OVERALL 86%

AMERICAN PIE

The Jaguar continues to devour everything in its path...



The national roll out of the Jaguar is back on track after a delay of several weeks. Most of Atari's main retail partners were back-ordered on Jaguar consoles until mid-February. Many rumors have been speculated as to the reason for the delay, but it is most likely due to distribution problems as Atari re-establishes its national presence. Atari's Don Thomas indicated that Jaguar television ads should start to appear in the major US markets in March. Also, print advertising continues, as full-color two-page ads featuring both the Jaguar and Lynx are appearing in major gaming magazines.

Expected release dates for several Jaguar titles have been announced, with *Tempest 2000* and *Club Drive* expected in March, *Checkered Flag II* and *Alien vs. Predator* in April, and *Kasumi Ninja, Star Raiders 2000,* and *Tiny Toon Adventures* in June. Other third party titles should also begin to appear in March.

The Jaguar's competition in the Video Game market has started to heat up – Panasonic has reduced the list price of the 3DO console from $700 to $500. While Panasonic has indicated that the price reduction was due to expanded production, many industry observers believe this was done as a move to improve sluggish sales. The new 3DO price puts it on a closer playing field with the Jaguar ($250 list price) and its CD-ROM add-on ($200 expected list price).

Meanwhile, Nintendo has taken a page from Atari's book in deciding to make its upcoming 64-bit game system (codenamed "Project Reality") cartridge-based. The Nintendo console, expected for release in '95 at a price of $250, will utilize cartridges with a minimum of 12.5 megabytes of memory. Nintendo is leaving the door open for an add-on CD-ROM drive. Ironically, when Atari announced the same capabilities for the Jaguar, they were criticized for not having a CD-ROM drive built into the console!

Restructuring at Atari's headquarters in Sunnyvale also continues. Atari has shifted development of all Falcon-specific games (*Llamazap!, Steel Talons, Road Riot 4WD* and *Humans*) to Atari UK. Expected release dates for these games are unknown. Tom Gillen, Atari's Software Test Group Supervisor, has also confirmed that development of computer software such as *TOS, MultiTOS, AtariWorks* and *SpeedoGDOS* has been suspended. Atari has also started to expand the Customer Support, Game Test, Art, Finance and Administration departments to handle the increased workload created by the release of the Jaguar.

Atari has amended the Falcon030 dealer agreement to now allow mail order sales of the Falcon computers. This is seen as a positive move by Atari dealers and users in North America. Prior to the new policy, Falcons could only be sold from a dealer's store front, which limited access to many who lived hundreds of miles from the nearest Atari dealer.

Bob Brodie indicated during the February Real Time Conference on the *GEnie* BBS that Atari is still building Falcons, but the majority of these will be the no hard-drive models. The TT also continues to be produced; a recent shipment arrived at Atari's warehouse in Sunnyvale.

Two Worlds Publishing is set to begin publishing a new bi-monthly Atari-specific magazine named *Processor Direct.* It will join *Current Notes* and *ST Informer,* the only remaining Atari magazines published in North America.

Until next month...

Charles Smeton has been an ST owner since 1985 and a long time Atari owner since the 8-bit days of the early 80s. He is also a past president of the Washington Area Atari Computer Enthusiasts (W.A.A.C.E.) and the owner of NewSTar Technology Management, which develops the *STraight FAX!* software for Atari computers.

TOP MARK

New software, hardware and a CeBit preview fill this month's German column...

Let me start this month by asking: what do Atari and amalgam have in common? As more and more people here are complaining about problems with their amalgam fillings, the universities and the industry are doing a lot of research to find an affordable replacement – gold is still the best, but also the most expensive filling material. But the big American chemical companies involved are concerned with the finance involved and so the research of the two biggest companies has been linked. This is being carried out at a German university where Atari TTs in combination with different PostScript and colour printers are being used for the presentation of statistics and the like; *TimeWorks 2* for DTP, *X-Act* for the statistics and chart generation, and *That's Write* for word processing. Oh, and they hope to finish the research within two years and have an amalgam replacement within three to four years! Now back to the news...

Last month I mentioned a low-cost CD-ROM drive with an interface for any Atari ST and capable of working with any TOS version. Interestingly, a couple of Atari-specific CD-ROMs have now appeared on the scene. The first is called the GEMini Atari CD-ROM (*reviewed on page 34... Ed*) and contains about 600Mb of software for any Atari. Applications, accessories, graphics in different formats, programming tools, fonts, icons, Gnu Software (a full set of C, C++ and Tools) and many more. Here, the disk costs the equivalent of £20. The second CD-ROM is being produced by an Atari Dealer based in Düsseldorf, and also contains a lot of shareware and PD, GIF images, tools and demos with a price of around £33.

Julian Reschke, author of *SCSI-Tools,* the best SCSI hard-disk driver for Atari, is working on *CD-Tools,* a universal CD driver that will allow both data and audio CDs to be played back by many of the drives.

Technobox is a company that makes brilliant CAD Software, and although now retired from the low-end Atari market, their program *Technobox Drafter* is still famous in Germany. They are selling it, without support which costs extra, for around £37 – definitely the *best buy of the month.* The high-end *Techno-CAD* customers still get support, of course.

Mag!X, the multi-tasking operating system, is under development again. Since the last version was not very compatible with *MultiTOS,* the intention is to improve this with the next version.

Steinberg's *Cubase Audio* and EMagic's *Notator Logic Audio* are both shipping here, giving musicians a set of affordable tools to carry out synchronized MIDI sequencing and audio hard-disk recording.

At the CeBit Show in Hannover this year, only Compo, Overscan, and Maxxon will have their own booths. Compo is going to show the 68040-based, Atari-compatible Medusa computer, *Studio Photo DSP, Track-Com,* an on-line DSP sequencer, and the latest versions of the other Compo products. OverScan will demonstrate its first Afterburner 040 for the Falcon, which is not yet available but promises to make the Falcon a really fast bird.

Finally, the first shipment of the German version of *AtariWorks* arrived in the shop today. So I have seen the package, but not the final program itself...

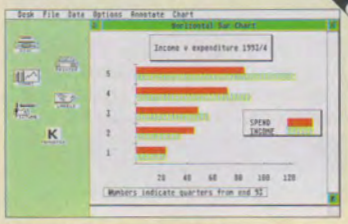
Best regards.

Manfred Bäcker is 26 years old and works in a computer shop in Cologne. He's been programming Atari computers since 1985 for his private needs and is active on the various bulletin boards in Germany.

WELL PRESENTED

Andrew Wright looks at presentation graphics – the best way to get yourself noticed...

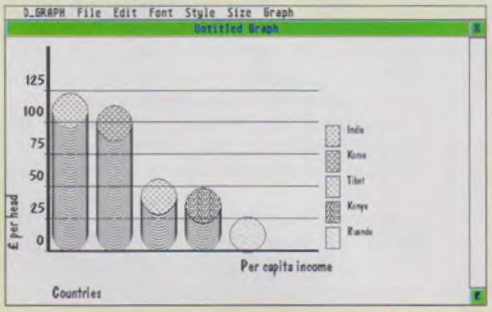
Running a successful business, be it a multi-million pound company or a part-time hobby-come-moneyspinner, depends on getting several things right. One of them is convincing people. You have to convince your customers to buy your products or services just as you might have to convince your bank manager to fund you, or your suppliers to extend credit. If you can present the relevant facts in a bold, convincing manner, the battle is halfway won already – hence the popularity in recent years of so-called presentation graphics.



Most DTP packages can be used for charting; here we see Pagestream 2 in action.

In reality, presentation graphics is simply an extension of desktop publishing with a smattering of graphic design thrown in. Dedicated presentation packages are few and far between so in the main it comes down to using either an illustration package or some DTP software.

Imagine you want to convince someone that you're worth investing in. How would you go about it? At one end of the scale you could create a series of slides or overhead transparencies, sit your audience down in a lecture theatre and go to work on them. Packages like Atari's *Hyperchart* were designed for just that purpose and even included facilities for outputting to 35mm slide formats.



The Dragon Grapher, reviewed in issue 19, is a handy tool.

More likely, though, you would simply want to put together three or four sheets of figures demonstrating your prospects and growth targets. Presenting four pages of spreadsheet printout isn't likely to help your cause, however, unless the target is a whizzkid accountant. It's far better to put together a mini-presentation using hard-hitting graphs and charts to express the main message. The nitty gritty detail will wait until later.

STICK TO THE PLAN

Professionals think in three parts: an introduction that summarises the presentation and states the case in

COLOUR IS THE KILLER

Those of you who own a colour printer can look forward to even better results. With colour you can achieve ten times the impact with the right choices.

Three or four colours is the best bet. Any less and the chart can look a little drab, while more is simply confusing. Colours should be chosen carefully too, especially if you are using a solid background. For example, yellow on mid green doesn't stand out at all, while yellow on dark blue is a good choice for stark contrast. Don't vary the colour scheme too much either, particularly if the same figures are being used.

Of course, solid backgrounds aren't ideal for low-end printers. It will cost you a fortune using a colour inkjet and ensure you run out of one colour long before the others. A better bet is to try a light coloured graduated tint as a background – very light or almost white at the top, getting darker towards the bottom works best. This uses up far less ink and still looks good. Another useful trick is to insert an abstract image such as a wood or stone texture as a background. *DA's Vector* is particularly good at this – mono images can even be given a coloured tint.

A Hewlett-Packard Deskjet 550c is capable of printing very effective colour charts.

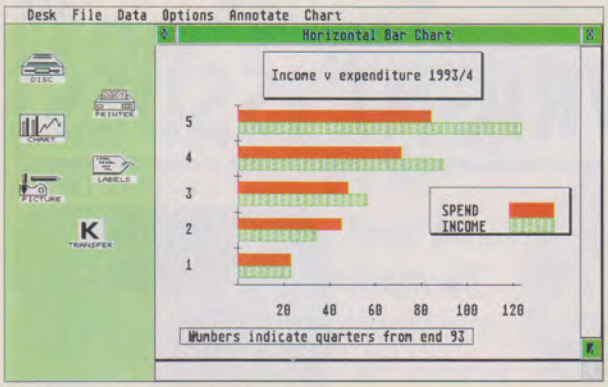
HYPERCHART

Hyperchart is an interesting product. It was one of the first software packages released by Atari and it is still the only dedicated presentation graphics program available. Although a pricey program when it was first released, it is currently on offer from Silica Systems at the tempting price of £24.

Hyperchart is a *GDOS*-based program and comes on no less than six disks, with a vast library of backgrounds and vector objects in GEM format. Only two printer drivers (Epson FX80 and Star) are supplied along with the standard Atari font set, but if you don't have your own working *GDOS* setup by now you never will have! More interesting, perhaps, is the news that *Hyperchart* appears to work perfectly with both *FONTGDOS* and *SpeedoGDOS* on the ST and Falcon albeit, only with Swiss and Dutch fonts.

The interface takes some getting used to and seems rather obscure for a GEM program. Presentations are made up of sections, which are in turn made up of individual slides, and each one is displayed as an icon grouped together in GEM windows. In this way, *Hyperchart* lets you build up multi-slide presentations using data imported from spreadsheets like *LDW Power* and others such as the *K-Spread* series which are capable of saving in .DIF format.

Slides can consist of graphs, charts, background scenes and clip art objects or simply bullet points and text. The number of slides in a presentation is more or less unlimited and once a complete presentation has been put together, it can be saved and played either as a rolling demo or as an interactive presentation depending on keys pressed by the user. As such, it is ideal for training as well as sales. Each slide can be printed via *GDOS/SpeedoGDOS* to any supported printer or saved in GEM format for export to a DTP package.



K-Graph is a dedicated charting program with plenty of options.

simple terms, the main body that goes into more detail and the conclusion that reiterates the case and ends with a messages leaving the audience in no doubt as to what they should do next.

The best advice is to keep the presentation simple and use a rough draft to work from. Too much information on the page is counter-productive – research has shown that between two and four supporting points on a page or slide is about right to ram home a point. Only one typeface is best, two if you really need them, but as the object is simplicity, even a single change of typeface can distract. Use a legible typeface too – don't even think about using all upper case or a fancy display font.

Titles for each chart or page should be as brief and as succinct as possible but phrased carefully to hammer home the message. Consider the difference between "Sales of hard drives for Ataris, 1987-1994" and "Atari hard drive sales increase dramatically".

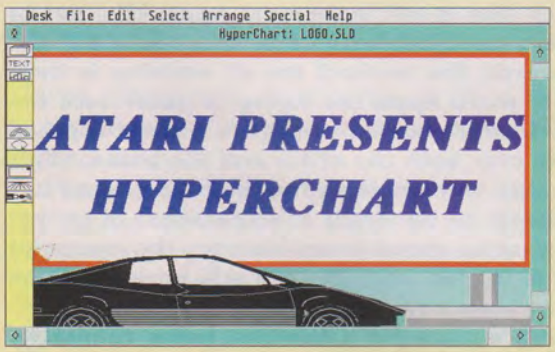
The first title is just that – the other reinforces the message in the chart. The best way to get into presentation graphics is Atari's *Hyperchart*, a dedicated package that is currently a good buy (see box), doing the rounds at less than £30.

DA's Vector, the top end illustration package, has full vector graphics capabilities, animation and autotracing as well as a limited, but useful, charting module. If you want to use real colour, *DA's Vector* is the best option.

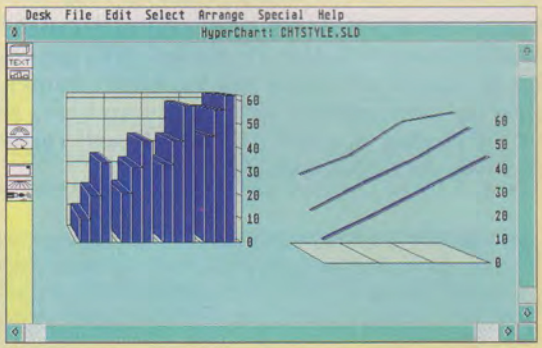
That's not to say that there aren't cheaper alternatives. PD and shareware utilities abound but most, if not all, rely either on grabbing the screen when a chart or graph is displayed or saving in a bitmap format. At screen resolutions, the result is often an untidy image that can't readily be resized in another program.

For many, the answer might well be to use standard DTP or graphics software to create the charts. Bar charts and line graphs are straightforward, though pie charts can pose problems.

With a bit of imagination, though, some interesting results can be obtained – try using vector graphics instead of vertical columns for an eye-catching effect.



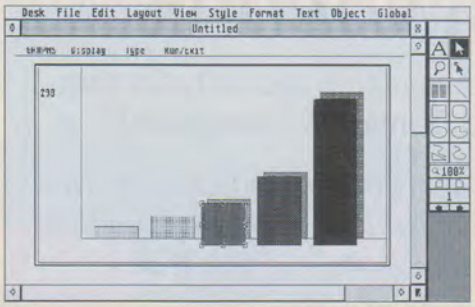
Hyperchart is the ST's only dedicated presentation graphics package.



Charts and graphs can be rotated using a comprehensive dialogue box.

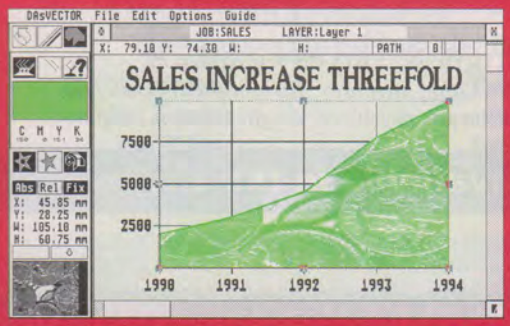
DRAWING CHARTS

Here's a tip for those using a DTP or vector graphics package to draw charts. Get hold of a PD charting program like Topchart, create an image file, import into the DTP program and use it as a template to draw vector shapes on top. This way you get accurate charts that can readily be resized.

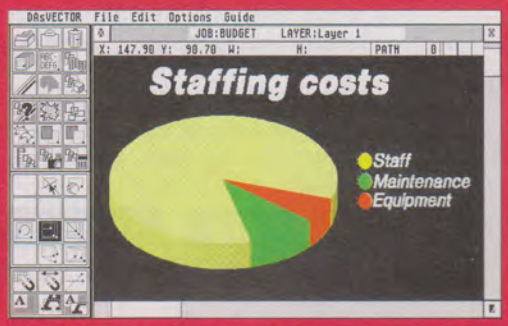


TYPES OF CHART

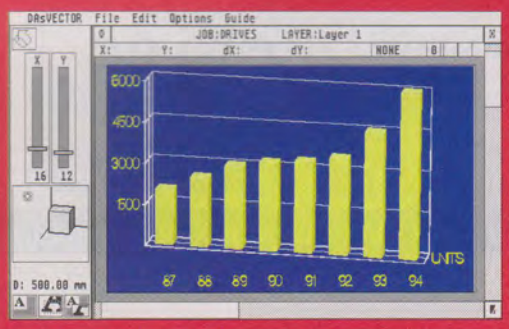
You could fill several text books with information on designing and presenting data but in the final analysis, charts and graphs can be broken down into a handful of commonly used types.



Line graphs are useful for showing trends – preferably upwards! Here the area under the line is filled to add impact. A TIFF image of some coins is used instead of a plain colour. The same image appears in the background with a much lighter tint.



Pie charts are best for showing how the various parts relate to the whole. More than four or five segments is fairly hard to understand, so be prepared to leave out some data. Lump some of the smaller categories together if necessary. In this case it is used to show quite dramatically how staff costs make up most of a budget.



The bar chart is probably the best known and most flexible of all chart types – this one is in 3D. The bars could equally well be placed horizontally, of course. Care has to be exercised with 3D charts as distorted viewpoints can often mislead...

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WRIGHT ISSUES

Gloom and boom...

Gloom and doom merchants aside, the general feeling these days among those in the know is that the Atari market in the UK has plenty to offer, at least for the time being. With the world now populated by 33MHz 486 PC owners, all tearing their hair out trying to get even the simplest programs to run and feeding in hundreds of pounds of hardware every week to keep up with the Jones's, it's time to sit back and look at where we're going.

I'm the first to admit that the ST's heyday is over. The decline is about to set in. One day the ST will join the Sinclair Spectrum, MSX BASIC and the Amstrad PCW as museum pieces of note and milestones along the great journey towards the ultimate super computer.

But hang on a minute – what about the competition? The PC might be the machine on everyone's lips at present (usually preceded by a swear word, believe me) but just where is it going? Its operating system of some thirteen years standing, a feeble folder full of hastily cobbled commands called DOS, is more or less dead. Yep, it's true – the next version of Windows will do away with DOS entirely while Apple are putting their faith, not in a new Mac, but in something called the PowerPC. While it will probably run most Macintosh software, it represents such a leap forward in technology that it will leave most Apple kit – not to mention users – well behind.

In other words, the markets are all evolving in their own separate ways. Apple are trying to punch into the business world while the PC clones are trying to spread out and take over both the office and the home. Minis and mainframes will battle on for the high ground but there will always be hundreds and thousands of people who don't want to spend hours learning the mysteries of the *CONFIG.SYS* file and who will still have the same choices a year from now.

There IS still a place for a low cost home computer. And the ST will be there to fill it, two, three or maybe even four years from now. Whether Atari make the machines or not, the ST market will go on. It will still be exciting and it will still be worth money, albeit to a smaller, streamlined group of suppliers. After all, the ST succeeded in spite of Atari. It will certainly be able to carry on without them.

Andrew Wright is a freelance contributor to *ST Review* and has been writing for the magazine since its inception. Though still recovering from a recent eye operation, it doesn't appear to stop him from seeing into the future...

Don't miss...

Come along to the only Atari-specific shows in the country. You'll find all the leading ST publishers and dealers there, offering all sorts of bargains. This is your golden opportunity to buy virtually anything for your ST, with expert advice to hand.

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Newcastle show

To be held at the Eldon Leisure Exhibition Centre, Eldon Square Shopping Complex, Newcastle-upon-Tyne, Saturday April 16, 10am to 5pm. Tickets cost £5, £3 for entry after 2pm.

Nearest train station: Newcastle Central Station
By Metro: Monument stop, Eldon Square Centre
Nearest car park: Newgate Street, NCP Car Park

Glasgow show

Taking place at the Central Hotel, Logie Baird Suite, Gordon Street, Glasgow, Sunday April 17, 10am to 5pm. Tickets cost £5, £3 for entry after 2pm.

Nearest train station: Glasgow Central Station
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Nearest car park: Oswald Street, NCP Car Park

Organised by David Encill, Neal O'nions and Ray Cross

FOR MORE INFORMATION PHONE 0480 891819

Good stationery is a key to financial success. Nial Grimes waves his magic mouse and conjures up a few tips on business DTP...

Process colour is the ultimate form of printing. It uses four inks to trick the eye into seeing an infinite number of shades.

PAPER POWER

Stationery is one of the most important parts of any business. On its back lies the profile of your company and the responsibility to make sure that a customer chooses you over the competition. It's all about designing a business card, letter heading and compliments slip that will stand out from the crowd.

An easy task? Not necessarily. The fact that all stationery follows a standard pattern doesn't mean that it should lack excitement or innovation. Let's take a look at the principles and practicalities behind taking a powerful idea from the design stage through to the printers...

MIND YOUR OWN BUSINESS

The very first design consideration of stationery is your business itself – exactly what do you want to present as an image? Is it trendy, dependable, relaxed or perhaps even adventurous? Think hard on this question because the nature of the business can tell you a lot about the type of design required.

Take an example of a fashion designer – if you were left a black and white business card in a formal font by a designer claiming to have the trendiest clothes in the country, would you be likely to place a large order? Probably not, simply because the card didn't represent what you wanted to buy. Clearly this would be the wrong image to present, but of course there is a positive side to the argument too – a business can be given an experienced profile simply

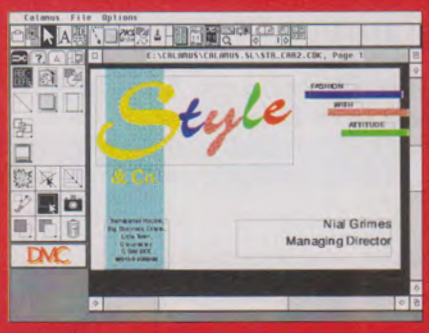
STEP BY STEP

A DEDICATED FOLLOWER OF FASHION

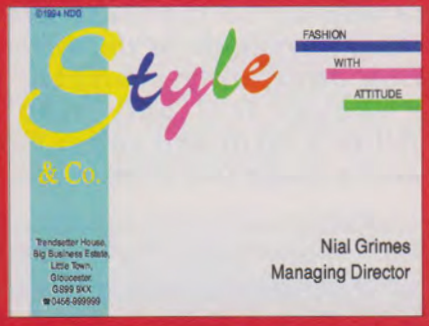
Enough theory – let's put together a business card for a trendy fashion company called *Style & Co.*

1 ***The first step is to put together an eye-catching logo. In this case we've taken the easy way out and simply used colour and a cursive font to put the point across, but feel free to experiment with a graphics package if you are feeling brave.***

2 ***Next comes the slogan. With any luck this will find a place in the customer's mind and make the card stand out amongst the competition. Consistent colours are used to blend everything together nicely.***



3 ***Finally the address and name are slotted into place. Remember, you can get away with much smaller point sizes on professional quality equipment, but it's always wise to put any very tiny text in black.***

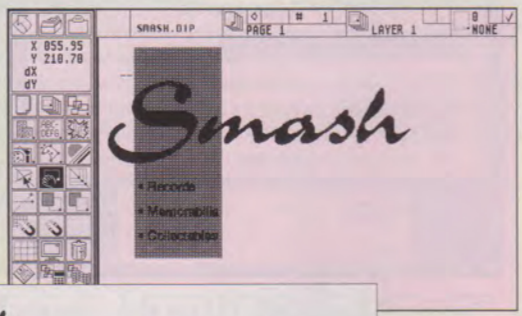


4 ***And here's the finished result, output from Calamus as a true-colour TIFF file and imported directly onto the page you are reading. Remember, this business card could easily be used as a basis for a full range of stationery.***

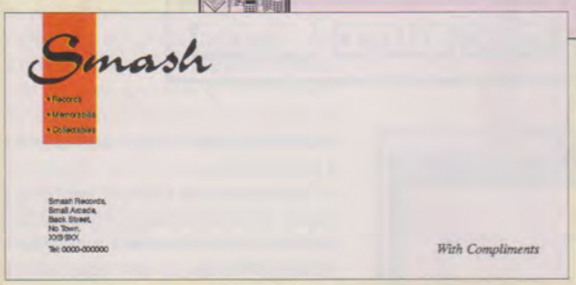
SPOT THE DIFFERENCE

Even a small splash of colour on stationery can make a big impact. When it comes to letter heads or compliments slips it may be uneconomical to work with full colour, but with careful use of a spot shade you can lift your work well clear of the crowd.

***Didot*'s forté has always been single page designs and that makes it ideal for business stationery. In our example, a public domain *Calamus* font has been stretched to fit over the panel and the necessary text slotted into place. Total layout time – around half an hour!**



Didot's layout tools are ideally suited to stationery design and it's the fastest option if you own a standard ST.



Spot colour can be very effective if used with compliments slips and letterheads.

by putting thought into the design of the stationery. Frightening isn't it?

Having decided on the style, it's time to think about a logo. Contrary to popular belief, you don't need to be a whiz with a graphics package to come up with an effective monicker. In fact, the opposite is true in many cases – you only need to think about the BBC, Batman, Intel or Red Dwarf to realise that simplicity can be effective. If you do get stuck, a good starting point is the text itself; get a few frames on screen, shuffle them around with a few abstract shapes and see what pops up. You might be pleasantly surprised.

The most important thing to remember when brewing your own stationery is to avoid boring conventions like the plague! Putting the logo on the left of a letterhead and the address flushed to the right is not going to win any awards and it's certainly not going to make your business stand out above all others.

MONEY MATTERS

Beyond the design aspect of stationery, there are the cold, hard practicalities to think about. The first consideration is output quality. A dot matrix printer is fine for proofing, but when it comes to actually putting your work into production the resolution just isn't up to scratch. If you want to be pedantic you could say that the same applies to lasers and inkjets, but in reality most modern 300dpi printers produce a master good enough to use for black and white stationery. This is especially true of work on "Conqueror" or other coarse materials, where anything above 300dpi is usually lost on the rough surface.

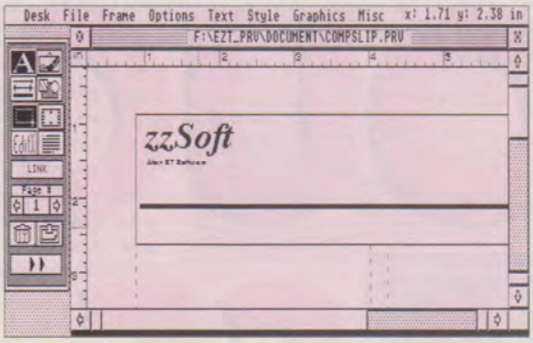
Even so, the chances are that you would like to use a professional quality master and that will mean enlisting the services of a print bureau. These shops are able to take PostScript files from most popular ST desktop publishing packages and turn them into professional quality masters at staggering resolutions – many will be able to offer advice on duplication as well. The services of a print bureau will also be required if you are thinking about using colour.

There are two main varieties of colour printing and to understand which you will need to use requires a little excursion into the print industry. Conjure up in your mind an image of a printing press happily producing a mono letterhead. Got it? Now, what happens when you want to add a second colour to the design? Well, the logical way is to start a second press for this new shade, and to run the paper through both machines – in simple terms that describes "spot colour". It works extremely well for pages containing a small number of shades, but as you can imagine, it quickly becomes impractical when dealing with photographs or the like.

Process colour is the compromise used to achieve full colour. It uses four inks (three subtractive primaries and black if you want to get all technical) to simulate an infinite number of shades. Take a close look at one of the pictures on this page and you'll see that it is made from millions of tiny dots of the same four colours. It's relatively cheap because it only uses four inks and yet is highly effective.

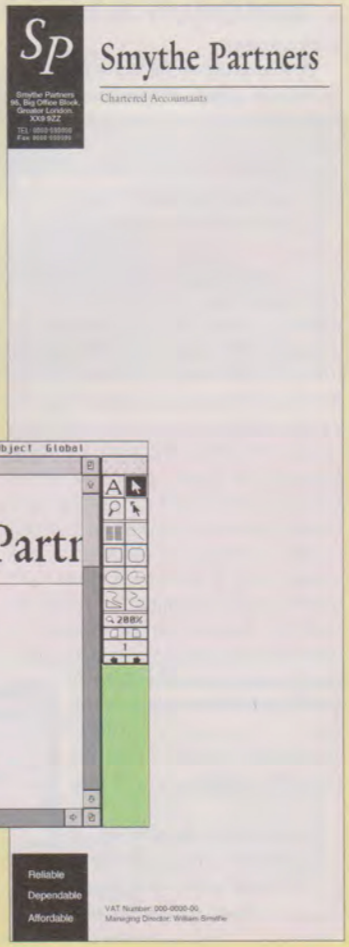
Don't worry if you don't understand the technicalities too well at this stage. Suffice to say that if your design uses less than four shades, spot colour will be fine in most cases; if it uses more, you will likely be dealing with process colour. Of course, the limitations of your software comes into play too. It's easy to split up spot colour productions by hand with any DTP package, but a full colour desktop publisher is required to deal with process colour, or colour separation as it is known from the computer end of things.

From our first sortie into the world of home-brewed stationery the whole process may sound horribly complex, but it needn't be too torturous. If money is tight, you can start with a laser-printed master and use a photocopier for duplication! The important thing to remember is that your stationery can give you the edge over competition. Spend time in producing it and you'll raise the profile of your business and possibly increase your sales too. Quids in – no lies, guv'nor!



Irrespective of the program you use, your stationery can be made to stand out by simply putting some careful thought into the design.

A formal business needn't lead to dull stationery. Throw some conventions to the wind and you might be pleasantly surprised with the result!



PageStream allows single letters or whole chunks of text to be stretched into any shape – ideal for creating logos!

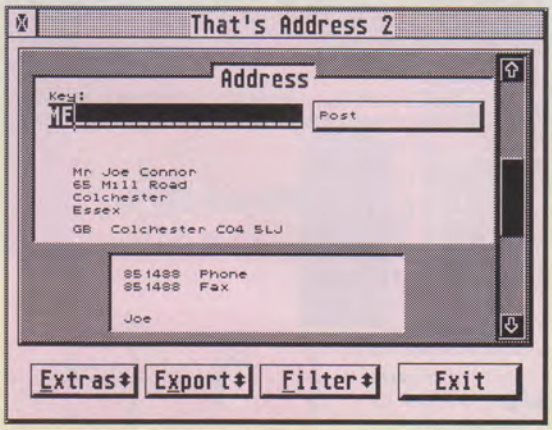
HEADING UP THE SHOW

Trendy stationery is great fun to design, but the simple fact remains that many businesses rely on a more staid approach. Take the example of our fictitious accountancy company, Smythe Partners. In this case, a reliable serif font has been used for the logo and colour simply wasn't needed – in fact, it could easily have detracted from the finished product.

***PageStream* 2's wonderful ability to stretch text was used extensively in the creation of the logo and the rest of the design was pieced together with a few well placed lines and boxes. The temptation to use the standard address on right, logo on left approach has been avoided, despite the dignified nature of the business.**

TOUCHING BASE

In another ST Review exclusive, Joe Connor previews Compo's long-awaited That's Address 2...



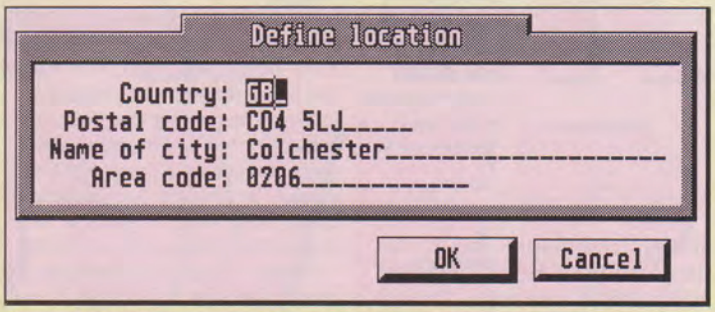
Once a database has been set up, you can toggle to a card index-style display.

Rather than being a conventional database, *That's Address 2* is a dedicated name and address management system. Also, Compo products have recently been enhanced by the innovative decision to use "shared code" which would usually be duplicated in each Compo application. This "loyalty bonus" means that shared code only needs to be loaded into memory once and can be used by several applications at the same time – useful in today's memory-hungry multi-tasking environments.

One module in the shared code is *NoLook* which generates the new 3D-style user interface common to *That's Address 2*, *That's Write 3*, *Studio Photo* and future Compo products.

WHAT YOU GET

That's Address 2 can be installed as either a stand-alone application or a desktop accessory and after configuring the database to your requirements, the main screen can be opened and records created. Each record must be assigned a unique keyword of your choice which is subsequently used to display any desired record by typing in the first couple of characters followed by the <Help> key. A window appears with the best guess highlighted ready for selection. Records can be assigned to user-defined categories using the pop-up button to the right of the Key field and this makes it easy to distinguish between "contacts", "friends" and the like. The Country "Ctry" field is an unusual feature, probably a side effect of the international nature of Compo's business. The settings in the "Define location" dialogue box are used internally to validate the format of postal codes and handle address formatting. Letters abroad, for example, automatically have the Country field added.



If you move house or temporarily change location, you can use this dialogue box to update your database automatically.

If you move your computer to another location it only takes a moment to update your database using the "Change location" dialogue box. All the country-specific address details and telephone area codes are automatically updated before your eyes!

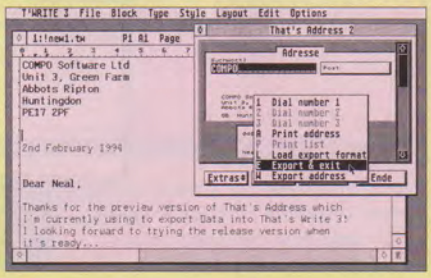
Four user-definable pop-up buttons are used to add "tags" to records; Compo uses this feature in its registered user database to tag the individual products owned by each person. There's also an area reserved for notes – text files up to 9,999 lines of 65 characters can be loaded/exported and associated with individual records. A rudimentary text editor is built-in, although the option to call a favourite text editor would be preferred.

Modem owners can export telephone numbers instead of dialling manually, and with the increasing popularity of modems this will soon become an indispensable feature. Modem support should be extended to cater for alternative telephone services, such as Mercury, which require PIN numbers entered into the dial string. Hopefully Compo will take another look at this area for a future release.

The common task of writing a letter is child's play using *That's Address 2* in conjunction with *That's Write*, *Write On* or any other *XAcc*-compatible word processor. Simply open a new document, flip over to *That's Address 2*, choose the desired record, select the export button and the data is automatically typed into your document while you watch.

Similarly, record lists can be exported directly into any *XAcc*-compatible application or via the clipboard for other applications. User-defined export filters can be defined to format the exported data as desired and the most common use is to output a mail merge. As *That's Address 2* handles data intelligently, common mail merge problems, such as blank lines in the middle of addresses, just don't happen.

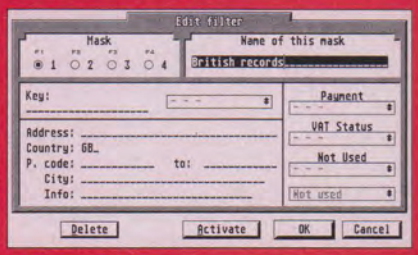
That's Address 2 is capable of handle large databases – Compo's registered user database has over 10,000 records – without slowing down and it certainly adds another level of productivity to word processing and mail merge tasks. Definitely one to look out for.



Data can be transferred directly to That's Write 3 or any other program that supports the XAcc protocol.

CREATING FILTERS

***That's Address 2* doesn't use traditional search and filter options but handles record selection using a visual "Edit filter" dialogue box instead. Up to four individual masks (filters) can be set up and individually used to select records from the main list. With care, it's possible to select a list of records to fit any desired criteria.**



Using a combination of up to four masks, any desired records can be selected. This mask will look for UK records.

It's a fact of life – we can use a complex piece of kit like a computer but simple stuff like birthdays and telephone numbers are likely to slip our minds. Happily this is the kind of information easily handled by a database.

Many databases are simply electronic equivalents of the ubiquitous Filofax or card index. If you use both and are getting fed up with your monitor being covered in sticky bits of yellow paper, it's time to check out the electronic route!

It's important to consider what you want to do with a database before diving in and getting one. It is all too easy to spend ages configuring a database to a particular task only to find that a specialist product is already available!

YOUR POISON

If you're looking for an electronic card index-style database, all the example programs, except *STDCAT*, can be used successfully for this task. By using search and filter tools, you can isolate records from the main database. The more useful applications are capable of merging data with a form letter to generate a mail merge and a few will allow your data to be exported to another application. Many Atari enthusiasts find a use for a disk cataloguing program, such as *STDCAT* which is designed specifically to look after disk collections.

Now it's over to you. Decide which program will best suit your needs. The examples shown here illustrate different kinds of database and are certainly not the only shareware programs available. Please remember to register if you use shareware on a regular basis, as you often get a manual or enhanced version of the application.

Once you've settled on a suitable program, create a small database file with your chosen layout and play around until you're happy with the format. After a marathon data entering session you're not going to want to change the format.

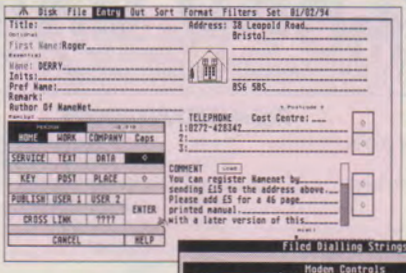
DECISIONS, DECISIONS...

Want to store information? Then you need a database. Joe Connor considers the budget options...

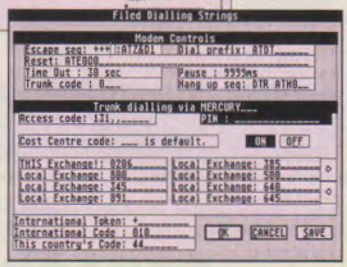
NAMENET

A powerful name and address manager with some extraordinary features. It can "network" or cross reference information using "links" and this has inspired its users to dream up unusual applications, including entering an entire book, one page per record, and using the link feature to network words and phrases together. Also, modem dialling via Mercury requires the normal number to be prefixed with a 10 digit PIN number and *NameNet* handles this option perfectly.

System: 1Mb, medium or high resolution.
Shareware version: FaST Club (disk AP140) on 0602 455250.
Registered version: £20 from Roger Derry, 38 Leopold Road, Bristol, BS6 5BS. Includes manual.
Professional version: £39.95 from System Solutions on 081-693 3355.



Creating records is a doddle with NameNet.

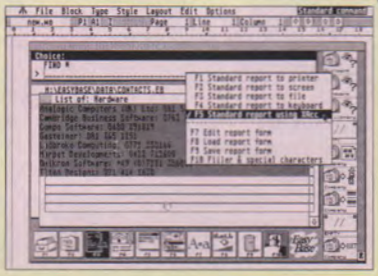


NameNet handles telephone and modem dialling with ease.

EASYBASE

A very flexible database particularly suited to work together with other applications. Its integrated text editor and ability to run as a desk accessory make *EasyBase* a good choice if you need to export data to your favourite word processor.

System: 1Mb, high resolution.
Availability: *Atari ST Review* back issue 20 (see page 98).



EasyBase happily exports to a word processor – Write ON! in this case.

FASTBASE

A competent database program that really shines if you need to handle images. Record forms can be designed using a combination of image files and GDOS fonts. Each record can also display an image file directly on the record form or in a separate window. Image data is not stored directly in the database – images are only loaded when called. This approach keeps the database files small and makes *FastBase* ideal for managing clip art or other image collections.

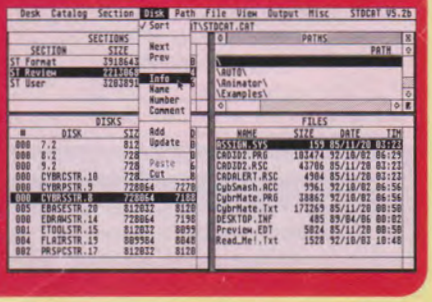
The FastBase main screen with a Filofax-style database.

System: 0.5Mb, any resolution.
Shareware version: FaST Club (disk AP101) on 0602 455250.
Registered version: £20 from Andrew Brown, 2 Ullswater Drive, Wetherby, West Yorkshire, LS22 4YF.

STDCAT

A specialist shareware database designed to carry out the singular task of managing your disk files, and it performs this task admirably. Simply feed in your floppy disks and the database is created automatically. Powerful search tools make it easy to locate file/folder(s) wherever they try to hide.

System: 0.5Mb, medium or high resolution.
Availability: Most PD/Shareware libraries.



If you want to catalogue your disk collection, STDCAT is your program...

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TECH TALK

The age of the PC...

My familiarity with the ST started long ago with Steinberg's *Pro 24*. The program provided me with a superb 24-track MIDI sequencer whose only rival at the time was C-Lab's *Creator*. The 1040ST was the standard then – no recording studio was without one, as there were simply no alternatives at that price range. *Cubase* and *Notator* followed, pushing back the boundaries still further.

Life has certainly changed, with the current trend being to move over to the PC. I could understand if studios and musicians were changing over to the Mac; Apple have always been good at hyping their machines, giving the impression that they are of better quality. Strangely though, the PC is now finding its way into the recording studio.

***Cubase* is now available for both the Mac and PC, and the Club Cubase UK statistics show that while Atari users are still in the majority, PC users now form 22% while Mac owners form 13% of membership. Being one of the club founders, I get many telephone calls, mainly from PC owners who have serious problems using *Cubase*.**

A 486 running at 33MHz is the minimum system if you want to run *Cubase* at a speed comparable with a standard ST. While the ST version can run in 1Mb of memory, the PC version requires 4Mb and a hard disk. Then there is the issue of MIDI interfaces; while some are compatible and others half-compatible, there are cards for which nobody seems to have the answer. In addition, there are Windows MIDI drivers and *Cubase* MIDI drivers, various graphics cards and an assortment of headache-promoting options. In the end many users have to settle for a system that only half works!

In contrast, you can buy an ST or Falcon, insert the *Cubase* floppy, double-click on *CUBASE.PRG* and start making music. While it's still unclear whether Atari will start producing STs again, you can easily get a second hand 1040ST for £200 including a monochrome monitor and a copy of *Cubase v3.10* for just over £300. And that's it – you're ready to go.

What we have here is a variation of the herd principle; if it doesn't run under Windows, it can't be that good. Music shops also contribute to this general perception of Atari computers for reasons only best known to them. Nevertheless, I am a regular visitor to recording studios and the only place you'll find a PC is at the secretary's desk. When it comes to music sequencing and mixing, the ST still rules.

When not glued to his computer screen, Ofir Gal can be found frequenting various recording studios. His latest project is a new album with *Kry* who are signed to Sony Records.

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GEM – View 3 – The Ultimate Graphic Conversion Utility

After lengthy correspondence with Dieter Fiebelkorn, author of GEM-View, Floppyshop are now the official UK distributor for the unregistered version of the new modular GEM-View 3. It is the most comprehensive picture conversion utility available, reading around 40 different file formats from the ST, Amiga, Macintosh, PC, Sun and others. Pictures may be saved in IMG, ESM, GIF, IFF, BMP, TGA or TIFF formats. The good news for UK users is that GEM-View may now be registered in the UK. The latest unregistered version of GEM-View (presently v3.02) will always be available directly from Floppyshop. GEM-View 3 is on ART.3485 and is at a special price of £2.00 or £2.50 including a copy of our catalogue (please state ST or Falcon).

Family Roots

Family Roots is an invaluable aid to both professional and amateur genealogists. It is designed around an integrated workbench which allows you to create your family tree graphically on the screen by linking directly between the individuals. What the Press have said about Family Roots: "Certainly more than you'll ever need, unless you manage to trace your relatives back to Fred and Wilma Flintstone" – Atari ST User. "All in all, the best genealogy program available for the ST and well worth the money if you are considering tracing your family" – ST Format. Family Roots costs ONLY £24.95 (demo disk £1.00). UK postage free, please add £1.50 for Europe or £3.00 for rest of World.

Easy Text Professional Vector

This is an easy to use fully featured Desktop Publishing package for the Atari ST/E, TT & Falcon. It lets you create your own newsletters, brochures, business stationery, notices etc. It produces truly professional results with virtually all printers and comes complete with a 134 page fully illustrated manual. Easy Text Pro Vector requires at least 2 meg of memory and a hard drive or 2.5 meg of memory if you don't have a hard drive. SpeedoGDOS is also required but is NOT supplied. Easy Text Pro Vector costs ONLY £35.95. If you don't have SpeedoGDOS, why not get Easy Text Pro instead for ONLY £29.95. It is almost identical to the Vector version, except that it runs on a 1 meg machine and uses standard GDOS fonts (a number of which are included) instead. Overseas customers please add £2 Europe or £4 Rest of World, for either product.

The Beginners Guide To STOS Basic

This complete programming course for the Atari ST/STE comprises of a 618 page manual and 2 DS/DD disks. It introduces the reader to STOS Basic and takes the newcomer from basic principles through to the development of complete programs. It includes 190 programming examples and guides you through the creation of games, a complete art package, various educational packages and numerous business utilities. The Beginners Guide To STOS Basic costs £29.95 + P&P (UK £3, Europe & Eire £5, Rest Of World £10). COURSE DOES NOT INCLUDE STOS BASIC.

WE ARE NOT

Many of you will have used your machines at some time to produce a letter or two, keep your finances on a spreadsheet or the video collection on a database. Some probably do similar things during their day job – but have you ever realised that you can work on many of the documents and data files at home?

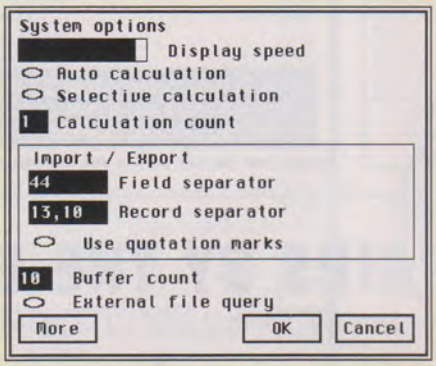
There are many different public domain spreadsheet templates and database files for different machines that can still be used on the ST. And there is always the option of using your ST to earn a bit of extra cash creating CVs, writing manuals or whatever you want to try your hand at.

One of the biggest stumbling blocks to any of these ideas is system compatibility. This guide presents various hints and tips to overcoming some of the obstacles...

DIFFERENT DISKS

Atari has rarely been praised for thinking ahead although it certainly made the right decision with the ST disk format which is very close to that of the PC. As a result, the ST can read and write to disks created on a PC. STs with TOS 1.04 or greater can also format disks that a PC can read although this is not always the case. To be safe, either format your disks using a PC-compatible formatter such as *DCFormat* or do the formatting on a real PC. Most modern Apple Macs can also read PC disks, so again accessing files is rarely a problem.

Lastly, many BBSs and public domain libraries have various useful files such as spreadsheet templates or database files. These can be imported into your favourite ST program in preparation...



Superbase allows you to change the field and record delimiters which can be useful with non standard layouts.

ALL THAT INFORMATION

There are many different database file formats used in the commercial world. However, nearly all database programs can export their data as "delimited" ASCII files. The usual layout is with commas in between fields and a carriage return/line feed after each record. Once in this form, importing it into a program like *Superbase* is a straightforward task .

Superbase can also import *Dbase II* and *Dbase III* files which can be a great help, although most *Dbase* databases have programs that process the data and in some cases, the raw data might not be all that meaningful.

An older ST spreadsheet program, *Logistix*, was quite versatile and as well as several spreadsheet formats, it could also read *Dbase* files. Once read in, the records could be sorted and processed as required.

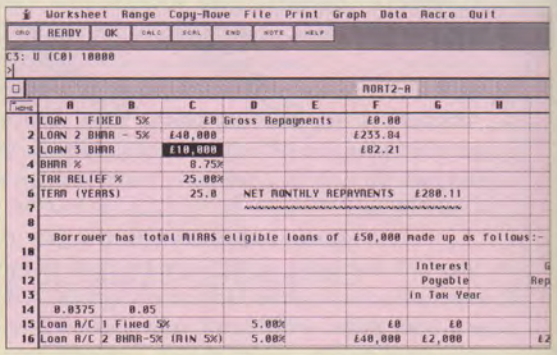
123 ON YOUR ST

The main industry standards for spreadsheet file formats are *Lotus 123* and *Excel*. The ST is well served with programs that can read *Lotus 123* files but not *Excel* ones. Then it's lucky that *Excel* can write files in 123 format isn't it!

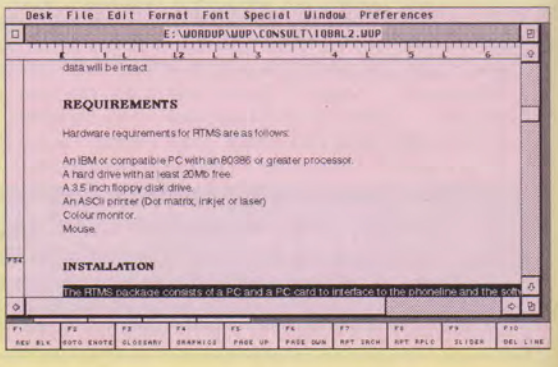
Currently available ST spreadsheets that can read 123 files are *LDW Power* and *K-Spread 4*. Some of the better PD spreadsheets can also read these files, although some won't write them. Additionally, older ST programs such as *VIP Professional* can read files created by the original *Lotus 123*.

The *Lotus 123* file format has changed over the years as new features have been added to the program. Both *LDW Power* and *K-Spread 4* can read 123 version 2 files. This is actually a fairly old version but few spreadsheet templates make use of the newer functions, and spreadsheets created with the latest versions of 123 can often be saved as version 2 files with no problem.

What can you do with your ST and a spreadsheet? You can develop complete spreadsheet-based applications for work. This can be well worth the effort for when you're told "I didn't know you had a PC at home", you can reply "I don't, I did it on an Atari ST". This is normally countered with "But isn't that a games machine?" but that is another story. You can also take home files containing company accounts or client information to analyse the figures and perhaps produce graphs. This can be especially useful if you have a colour printer at home but not at the office.



A spreadsheet "borrowed" from a well-known high street bank – you can work out your mortgage repayments whenever the base rate is changed!



This WordUp document ended up as an RTF file under Word for Windows. You can do all the creative work on your ST and export the raw text.

JARGON JOGGER

RTF: **Rich Text Format. A file format that uses standard text to describe the words, layout and font information in a document.**

.WKS/.WK1: **The file extensions for *Lotus 123* versions 1 and 2.**

.DBF: **The file extension for *Dbase*-type database files.**

Dbase: **A PC/Mac package that incorporates a relational database with a complete programming language. Using *Dbase*-type systems, you can build complete applications that perform complex tasks with huge amounts of data. *Foxbase* and *FoxPro* are clones of the original *Dbase*.**

Field: **A single piece of information in a record such as name or age.**

Record: **A collection of related items of data. For instance, in a mailshot database a record could consist of the name, address and date last contacted.**

Template: **The part of a spreadsheet that contains the calculations. An example would be a template to follow the performance of a share portfolio; the user would add their own data and the template would then produce statistics, graphs or whatever was required of it.**

VAX: **A generic name for a family of mini computers made by Digital Equipment Corporation.**

ALONE!

Many of you probably use a different computer for business purposes, but does that rule the ST out of the picture completely? Iain Laskey thinks not...

HAVING A WORD

The emerging standard in the PC world for documents, especially created by Windows applications, is RTF (see page 36). There are currently two ST programs that can use this format; *Atari Works* and *Papyrus*. With these, you have complete file compatibility with the PC heavyweights like *Word for Windows*.

If you don't have either of these programs, there are other options. I recently wrote the manual for a new PC product. The client wanted the final product in RTF format which I could not provide with my existing ST software. Instead, I wrote the manual and did the layout using *WordUp*, a rather elderly but very capable ST document processor.

Having had the finished product accepted by the client, I exported the text as ASCII, read it into *Word for Windows* on a friend's PC and in less than an hour had produced an identical layout.

Another possibility is to use a DTP program like *Timeworks*, which is designed to have very flexible import of text.

You can use this to import and edit a word processor file from another machine. Many different formats are usually supported, including *Wordperfect* and *Wordstar*. The only problem is that you won't be able to save it again in the original format.

CONTACTS

K-Spread 4: £99.95

Papyrus: £129.95 (£159.95 including SpeedoGDOS)

Superbase Pro: £99.95

All available from HiSoft on 0525 718181.

***LDW Power:* £24.95 from Silica Systems on 081-309 1111.**

PC Speed, AT Speed, AT Speed 16 and Falcon PC Speed 286 emulators are available from Compo on 0487 3582.

***Uniterm:* Available from most good PD libraries.**

EMULATING FOR FUN AND PROFIT

When all else fails, there is always the old saying, "If you can't beat them, join them". The ST has always been well equipped when it comes emulation. From day one there was the CP/M emulator and now we have access to a mature range of hardware emulators for both PCs and Macs.

For Mac emulation, there is only one choice: Spectre GCR. The range of PC emulators is much greater however. PC Speed is available for as little as £55 and more powerful ones that use a 386SX processor are also available. There is already a capable 286 emulator for the Falcon that can run Windows applications with a reasonable turn of speed.

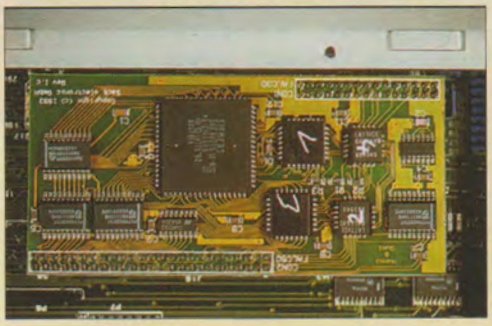
With an emulator, it is possible to do almost anything you would on a real PC. Commercial quality *Foxbase* (a database programming language for the PC) applications have been developed using an AtOnce 286 emulator inside a humble STM!

AT WORK WHILE AT HOME

For modem owners, there are even more options. Many people have started to work from home using their modems to call the office to read "email" – electronic mail. A Comms program like *Uniterm* with its various emulation modes can be used to access office systems like *All-in-One*, a VAX-based package used by some firms for electronic mail, word processing and time management. With *Uniterm* running, your ST behaves just like an office terminal.

If you're a programmer, you can work on source code at home and then log onto the office system when you're ready to compile and test. Alternatively, C compilers like *Lattice C* are quite able to compile code with certain Unix calls in it. You may well be able to write large chunks of a Unix program at home, compile and test it, all using your ST.

Hopefully this has given you food for thought – the PC may be *the* business computer but that doesn't mean it is the *only* machine capable of working in the PC environment. And you can always go back to playing *Elite II* when you fancy a change!



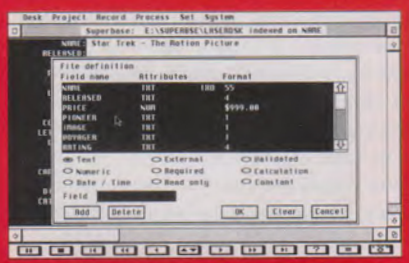
Although Compo's Falcon Speed is based on a 286 processor, it is still capable of running Windows...

ON THE MOVE

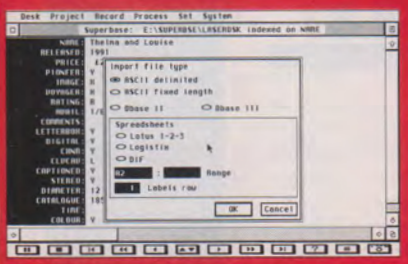
Let's take a quick look at how easy it can be to get a database file into your ST.

STEP BY STEP

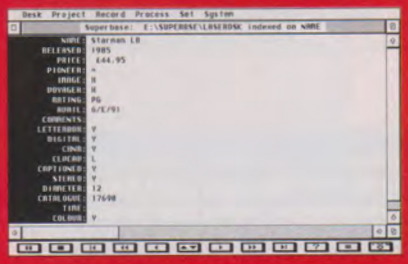
1 ***Here is the Barr Laserdisk file downloaded from a BBS. It lists available laserdisks along with various other items of interest. There is one record per line with each field being separated from the next by a comma.***



2 ***Create a database with the correct field structure for reading the data into – a list of field names and types have been supplied with the database file. If this isn't available, work out the number and sizes of fields by looking at the data file.***



3 ***Superbase has quite flexible import facilities. Here we see the import ready to start. Note the ability to also import Dbase II/III files directly.***



4 ***Having read in all the data, you can now sort or process it in any way you wish. If required, you could export it and load it back on to the original machine.***

IN PUBLIC

Name that tune...

Finger through the news pages of the Atari press over the past few years and you could be forgiven for thinking that public domain libraries operate on the very edge of the law. With "raids" and confiscations becoming a regular occurrence, the poor old PD industry certainly seems to come in for more than its fair share of bad publicity.

The main culprit is our old friend, the sampled sound demo. On the surface, I can imagine that these disks appear to be a serious infringement of copyright, but I wonder whether anyone at the Mechanical Copyright Protection Society, or MCPS for short, has actually heard one in action?

As *ST Review*'s head PD honcho I'm certainly subjected to more than my fair share of these audio "delights" (sic) and in all seriousness, I cannot imagine anything less likely to do damage to the music industry. Take an example; a rendition of Queen's *Innuendo* spread over three floppies and costing somewhere between £5 and £8. The quality can only be described as diabolical – barely listenable in fact – plus you've got the added hassle of two disk swaps just to get through one song. Acquire a couple of tracks in this format and you've parted with enough cash to have bought a whole CD full of top-quality music! Even the Falcon with its staggering audio abilities isn't about to eat into the record companies' profits in a major way. Sampled sound gobbles up frightening amounts of disk space and a single track at CD quality would cost many, many times more than an album.

Even if you do accept that poor-quality sound demos are hugely damaging to the multi-billion pound music industry, surely the problem is being magnified out of all proportion. Forgive me if I'm wrong, but doesn't the term "raid" sound just a little bit severe? After all, we're dealing with small businessmen here, not drug barons! If the MCPS really wanted to clean up public domain libraries' act, I'm confident that an afternoon on the phone explaining what is and isn't allowed would probably do as much good as anything else. I mean, it's not as if the libraries are hiding this stuff under the counter – most advertise freely in all three national ST magazines!

Maybe computer porn does require dawn raids, SAS style tactics and council cleaners in bullet-proof vests, but surely a few bad quality sound demos could be left to die in peace? The current climate is certainly not doing the image of public domain libraries much good and it's probably costing the MCPS a considerable amount of time too. With a little cooperation on both parts, the problem of sampled sound demos (if indeed there is one) could be cleared up within a matter of weeks.

Nial Grimes is a freelance journalist, loyal ST supporter and biking fanatic. He has recently sold his entire CD library to fund the purchase of the world's largest collection of sampled sound demos – not!

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Spring All Micro Show

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.....

Postcode .....

STR

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GHOST IN THE MACHINE

The telephone answering machine is a very popular home addition. Ofir Gal looks at whether the Falcon can take its place...

While an answering machine can handle all incoming calls unattended, it does have shortcomings: all callers hear the same outgoing message when they call in and cannot leave a private message as anyone with access to your answerphone can hit the play button.

In most homes, messages are left for more than one person. The first to play back usually needs to make a note of all messages addressed to other people. Once the tape rewinds, all messages can be recorded over. If you are running a small business, life can easily get out of control...

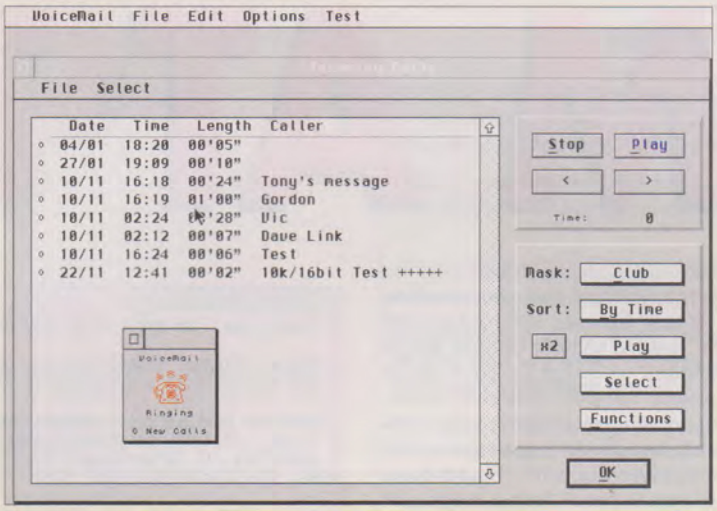
Recording at a high sampling rate is unnecessary; a telephone line is incapable of transmitting high quality audio. This saves on hard disk space.

Computer technology is about to take over with the advent of voice mail. While the actual know-how has been available for a long time, the hardware requirement has been the main reason for the lack of a computer-based system.

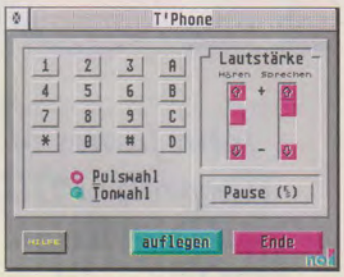
WHAT IS VOICE MAIL?

In its simplest form, voice mail is a computer-based answerphone. Using some simple hardware, the computer is connected to the telephone line. Whenever an incoming call is detected, the system picks up the line, plays a greeting message and then records the call to a hard disk. This process requires a computer with digital audio capability, so making the Falcon a prime candidate.

Voice Mail systems have much more to offer. Once in place, each user can have remote access to the system. By using a touch-tone telephone, you can phone the system, listen back to messages and leave new ones. In principal, every menu item in the program could have a tone equivalent, a similar idea to a keyboard short cut.



HiSoft's Voice Mail system lists all incoming calls and can play back by a simple double-click. Messages can be listed by name, date or mailbox, provided the password is entered.



With the T'Phone hardware, you can plug in a telephone and call someone via this dialogue box – or should that be a "dial out" box! (moan... Ed)

MAILBOXES

Every user is given a "mailbox" with a private code. Callers can then leave messages addressed to that person by pressing his code on their telephone keypad. Typically, the greeting message would go something like: "Hello. You have reached 012-345 6789. Press 1 if you want to leave a message for John, 2 for Sarah, 3 for Mark and 4 if the message is for everyone."

Each mailbox owner can then listen to their own messages without having to wade through those for other people; a password system can be used to provide privacy.

Through the use of dialogue boxes and menus, text comments can be added to messages which can be listed in an easy-to-access menu. The program could also identify callers using a caller ID. As you can gather from this, the possibilities are somewhat endless...

HARDWARE

Big businesses, such as banks, already use voice mail systems, running on powerful and expensive computers. There are also systems designed for the PC and the Apple Mac, but since neither have audio features built-in, these computers require additional audio cards. Thanks to the input and output converters on the rear,of the Falcon recording and playing back audio is a simple affair and requires no additional hardware. Decoding touch-tone codes is also possible using the digital signal processor for such a processor-intensive task.

The main selection screen for Compo's T'Phone. The configuration menu even includes sampled "rings".

Connection to the telephone line requires some hardware, but this is relatively cheap. The main requirement is a hard disk to store the incoming messages – and, of course, the standard Falcon also has one of these!

SOFTWARE

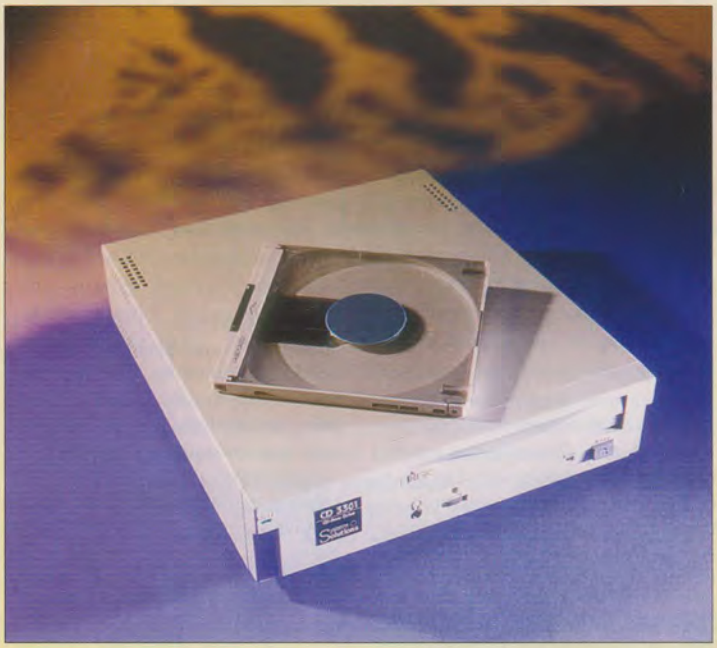
While no software is yet available to make use of the Falcon's communication capabilities, two separate systems are currently under development from HiSoft and Compo. Prices have not been announced yet, but you can expect a full-blown package to cost well under £100 – about the same price as a simple answering machine...

Ofir Gal, co-author of the *HiSoft BASIC* GEM Toolbox, is currently writing the *HiSoft VoiceMail* system in collaboration with HiSoft/AVR.

ROM AT THE

John James of Warpzone PDL offers advice on working with a CD-ROM drive and an ST...

Just imagine that you are using your favourite DTP package and need to find one of those special images to enhance your latest project. You push that shiny, metallic-looking disc into a small box and, hey presto – you have a 600 megabyte disc with thousands of images to hand! Such a magic disc could hold thousands of MIDI files for the ardent musician, perhaps even hundreds of games for the fevered game addict. Ah, but this marvellous CD technology is only available to those people who own computers other than our cherished Atari, right? Wrong! No more sifting through all those floppies – the CD revolution is here, now...



Big money – the Toshiba CD3401 will set you back over £500, but there are cheaper options...

WHAT IS PHOTOCD?

The best way of looking at PhotoCD is as a gigantic photo album on CD-ROM. This system allows you to take photographs, have them developed at the local chemist in the normal manner but placed on a PhotoCD instead of paper. This can then be viewed on your Atari ST with a CD-ROM drive and the appropriate software. You could build up a gradual record of life events without the usual fading and decaying of photographic prints. If treated properly, a CD-ROM should last for at least your lifetime.

Images initially placed onto the CD can be read by a "Single-Session" CD-ROM drive; images transferred in subsequent sessions can only be read by a "Multi-Session" drive. Allowing for the small price differences, it is always worth buying a Multi-Session variety.

```
(F1)   L=1 C=1   C:\AUTO\CONFIG.SYS
; Config.sys   An ascii file that describes the system configuration.

; Dieses Beispiel installiert das CD-ROM auf ACSI 4 als Laufwerk R:
; und das auf SCSI 4 als Laufwerk S:

; Physical BOS operating system format
; Format: <MetaDOS-Geraetebuchstabe>:<Geraetenummer>
; dabei ist die Geraetenummer 0..7 (ACSI) oder 8..15 (SCSI)
*BOS, C:\AUTO\CD\CDROM.BOS, A:9

; Logical DOS format.
; Format: <GEMDOS-Laufwerksbuchstabe>:<MetaDOS-Geraetebuchstabe>
*DOS, C:\AUTO\CD\ISO9660F.DOS, P:A
```

Easy set-up – only the two lines commencing with an asterisk need to be altered in the CONFIG.SYS for MetaDOS.

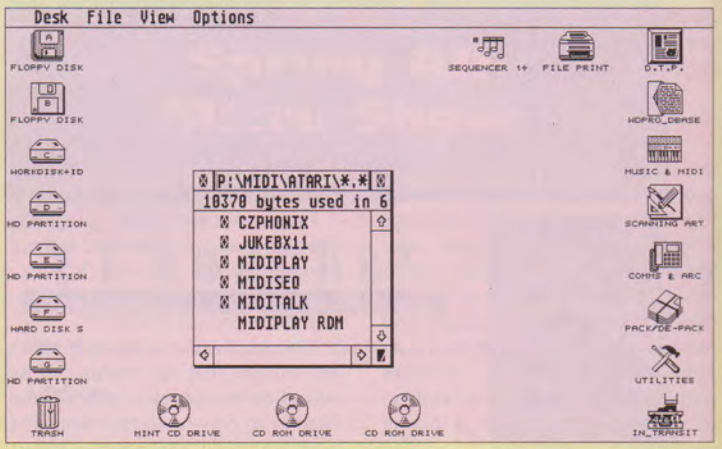
GETTING HOOKED

Yes, you *can* go to the ball Cinders which roughly translated means that it is really easy to hook up a standard CD-ROM drive to your Atari computer. "Easy" comes in two flavours, depending on your current set-up:

- Quite easy – if you are not running a hard drive already then in addition to a CD-ROM drive, you will need a SCSI interface, such as ICD's The Link which includes a 50-way DMA to SCSI cable. Plug The Link into the DMA port on the rear of your Atari, one end of the DMA to SCSI cable into the Link and the other into the CD-ROM drive.
- Very easy – if you already have a hard drive then all you need to do is connect the CD-ROM drive "daisy-chain" fashion, just as if you were adding another hard disk unit, usually from the SCSI Thru port on the rear of your drive. With the Falcon, all you need is the special SCSI cable.

The final items you require are a program to set up and control the SCSI interface, such as *ICD Pro Utilities*, and an .XFS driver program. Older versions of *ICD Pro Utilities* included *MetaDOS*; the latest version (6.4.2) provides you with the relevant *MiNT* module. Both *MetaDOS* and *MiNT* are installed through an Auto folder file along with root directory configuration files. Unfortunately, there are a whole host of different .XFS drivers and nobody within the Atari market has yet been able to find a formula that can be guaranteed to work with every CD-ROM drive.

With the facility to run up to eight SCSI units from a single interface, each unit requires an ID number between 0 and 7. This can be set on the CD-ROM drive and the configuration file adjusted accordingly.



Up and running – TOS 2.06 desktop showing partitions O and P for MetaDOS and Z for MiNT. The information shown is for the MIDI folder of the Gemini CD-ROM disc.

TOP

SETTING UP

With *MetaDOS*, you get *METADOS.PRG*, *CONFIG.SYS*, *ICDCDZn.XFS* plus a *METADOS* folder with four files inside – *CDARDEN.BOS*, *HSMAY.DOS*, *ICDCDROM.BOS* and *ISO966F.DOS*. Place *METADOS.PRG* and *CONFIG.SYS* into an Auto folder and the *METADOS* folder into the root directory. Rename *ICDCDZn.XFS*, so that "n" represents the ID number of the CD-ROM drive. Initially, *MetaDOS* will set up two partitions labelled "Y" and "Z" but these can only be opened from the desktop and not read from within a program as the normal ST partition limit is "P". If you edit "CONFIG.SYS" with any word processor, you can set these to something more sensible. Partition "Y" handles ISO format CDs (pretty standard) while "Z" copes with High Sierra format CDs (not so standard).

If you're using the *MiNT* module, *MINT.PRG* goes into the Auto folder and *MINT.CFG* into the root directory. This automatically sets up partition "Z", but if you also use the *ICDCDZn.XFS* driver, you can change the letter Z to any between C and P for a legal partition. The *MiNT* module and ICD driver both come with ICD's The Link, although the supplied version requires The Link hardware to be present.

With *MultiTOS*, use ICDCDZn.XFS and change the letter Z to any between C and P for a legal partition.

Other drivers also exist, including the ones that come with *Studio Photo* and *Photo Show* along with *CDROM.XFS* from Atari which is, as yet, unavailable.

MultiTOS has a *MiNT* shell which, when activated, automatically installs the CD-ROM driver.

WHAT'S THE POINT?

Having spent time and money getting a CD-ROM drive hooked up and running, how much use is it? With only one dedicated CD-ROM for the Atari (as reviewed overleaf), where does that leave you? With a wealth of general files that can be used. For instance, Minerva BBS, a PC-based bulletin board, regularly releases CD-ROMs with thousands of Noisetracker modules (.MOD), MIDI song files (.MID) and TIFF format picture files – all for around £10.

For those of you interested in images, £15 will buy you *The Mother of all Clip-Art* with over 11,000 images in PC Paintbrush (.PCX) format. Then there's *Clip Master Pro*, for £35, but yielding over 5,000 pieces of professional clip-art in TIFF format. Others such as *GIFs Galore* are also excellent, but be careful – there is plenty of dross as well, *Clipart Goliath* being a good example. Most of these are available from any PC software retailer.

Whether the files are in TIFF, GIF, PCX, MOD or MID format, the humble Atari can handle them all without even breaking into a sweat! And if you simply want utilities, games and the like, then the Atari-specific Gemini CD-ROM is a must, especially as various Atari retailers are likely to stock it.

Double trouble – GIFs Galore (above) is a good example of a CD-ROM jam-packed with 256-colour pictures; on the other hand, Clipart Goliath contains numerous poor quality scans.

BAD EXPERIENCES

While the older *MetaDOS* driver is far more stable than the *MiNT* module, which has a habit of crashing, many users have found that *MetaDOS* appears to work perfectly but leaves you with the impression that a large number of files transferred from a CD-ROM are corrupt. However, transfer the same files with *MiNT* and 99% of them work perfectly. Early tests on version 3 of *MetaDOS* on a Falcon lead to a degree of optimism, but the situation regarding CD-ROM drivers needs to be addressed – and quickly. Currently, if you have 2Mb of RAM or more the best bet is to use *MultiTOS*; otherwise, use the *MiNT* module. Sometimes when using GIF, MOD or MID files, you can end up with a loaded screen of which part is corrupted. This is probably down to memory requirement; a few files require so much RAM that they cannot fully load, even on a 4Mb ST.

HINTS 'N' TIPS

- **If your CD-ROM drive uses the caddy holder system, buy a few extra caddies and keep your most-used CDs in them permanently. This prevents damage to both CD-ROMs and caddies.**
- **Steer clear of CD-ROMs that mainly consist of PC archived files. The chances are that you will not be able to read these on your ST.**
- **Take time and care when first installing the relevant driver software to save problems later.**
- **Accept that all CD-ROMs have a small percentage of files that are either corrupt or will not work with your particular set-up.**
- **If your CD-ROM drive will not boot, check that the drive ID and configuration file information matches.**

WORTH THE BOTHER?

CD-ROM technology on the Atari is very easy to set-up and install, and though there are some drawbacks, these are minor when compared with the wealth of current titles that give you access to many general files, despite being manufactured for different computers. CD-ROM certainly appears to be the way forward, and if more Atari owners invest in the technology we are likely to see more Atari-specific CD-ROMs. Then perhaps the "Power without the Price" adage will ring true again.

PRODUCTS

System Solutions (081-693 3355) can supply a Toshiba CD3301, single-speed, multi-session drive for £249. In stock soon will be the Toshiba CD4401 (£329), a double-speed, multi-session unit that doesn't use a caddy. Both of these require a SCSI to DMA interface; ICD's The Link costs £89.95, including the relevant software and cable, and the Translator, for which CD-ROM software is imminent, retails at £69.95.

Also available from them is the Apple CD300, also double-speed, multi-session, that uses a Sony mechanism. Complete with either The Link or Translator as a ready-to-go pack, this is currently being retailed at £299.95 while stocks last.

If you only require the software, then *ICD Pro Utilities 6.4.2* retails for £39.95 and includes the *MiNT* module and ICD CD-ROM driver. *MultiTOS* is available from HiSoft (0525 718181) for £49.95.

Ever ready – most CD-ROM drives use a caddy for loading discs.

AT THE DOUBLE

Maurice Collins looks at the first Atari specific CD-ROM title – all 600 megabytes of it!

At one stage it looked as if the CD revolution was going to pass the Atari by, but an enterprising outfit in the States has just launched the first Atari-specific CD-ROM title – the *GEMini CD-ROM*. It contains some 616 megabytes of programs, images, fonts and text files relating to Atari computers – in other words, a complete PD library equivalent to some 850 floppy disks stored on a single sliver of plastic!

To get at the goodies you'll need a SCSI-compatible CD-ROM drive which will plug straight into the TT and Falcon, although ST owners will need additional hardware in the form of a host adaptor like The Link. Two types of driver are available: the old *MetaDOS* driver for STs only and the new, recommended *MiNT/MultiTOS*-compatible ones provided with the *ICD Pro Utilities* and programs like *Studio Photo*. Naturally, for the latter you'll have to have *MultiTOS* and at least 2Mb of RAM, although a new Falcon version of *MetaDOS* is imminent.

The disc is formatted to ISO9660 standard so it could just as easily be read using a PC or Mac, though you'd then be faced with transferring software via floppy disk from one machine to another.

LOADS OF GOODIES

Having sorted out the hardware there's enough software to keep you occupied for months. Of the 616 megabytes, 431 megabytes can be run directly from the drive while the remaining 185 megabytes is the same stuff in compressed form so that BBS owners can make the software available to users. To make it even easier, there are index files for various BBS systems including *PCBoard*, *Opus*, *Wildcat*, *Spitfire* and *Maximus*.

There's even a PhotoCD viewing utility supplied with the CD...

In all, there are claimed to be 33,039 files on the CD-ROM of which around 3,000 are programs; the rest are either resource or data files. You would have to be an extraordinarily keen Atari user to want to look at all the software. Personally I've got about as much interest in the 75 megabytes of programming and GNU source code as I have in the dark side of the moon but the 67 megabytes of graphics is something else! There are dozens of excellent Spectrum format images that can be viewed on an ST and plenty of viewers and conversion utilities too. There's also a vast library of clip art, and while some of it has been rather hastily scanned, leaving open some questions as to copyright, the overall quality is good and the subjects very useful.

The third biggest category is games, of which there are 50 megabytes of one sort or another. These are sensibly divided into colour and monochrome-only categories and the list includes most of the popular PD and shareware titles of recent years including an excellent, under-rated one called *Blaster* as well as more famous ones like *Revenge of the Mutant Camels*. There are also plenty of hints and tips, solutions for several adventures and the biggest collection of *Dungeon Master/Chaos Strikes Back* stuff I've ever seen.

Next come more than 20 megabytes of music and MIDI-related files, including various songs and tracks. For desktop publishers there are over 15 megabytes of fonts for all the popular DTP programs, including over 200 Calamus fonts and a couple of dozen bitmapped *GDOS* fonts.

There are other categories too including accessories, emulators, anti-virus utilities, demos, screen-savers, text editors, MiNT-related files, BBS and comms programs, archivers and all sorts of utility and application programs from spreadsheets and databases to Japanese word processors! Separate smaller sections are devoted to the TT, Falcon and Portfolio (for which there is a good collection of utilities). If it's information you want, there are several on-line magazines to browse through and scores of useful text files including good support for *GDOS*.

The GEMini CD-ROM comes in a rather natty case – and the colour scheme of the disc is also rather interesting!

VERDICT

The *GEMini CD-ROM* leans heavily toward ST owners rather than being biased towards the Falcon. The index takes up 55 pages when printed out so it's hard to find what you want in a hurry and some of the software was actually out of date at the time the CD-ROM was written, for which there's no excuse. On the whole, though, it is a worthwhile collection for any Atari owner despite the lack of a UK distributor at present. I can't think of a better reason for buying a CD-ROM drive...

ATARI ST REVIEW ESSENTIAL BUY

✔ Software at 4p per meg!
✔ Easy to store
✔ Lasts forever

PROS AND CONS

✘ Some software dated

"Great value – one excellent reason for buying a CD-ROM drive."

NAME: GEMINI CD-ROM
COMPANY: IT'S ALL RELATIVE
CONTACT: 0101 314 831 9482
PRICE: $39.95
MIN MEMORY: 0.5MB with METADOS, 2MB with MINT/MULTITOS

EASE OF USE	✪✪✪✪✪
DOCUMENTATION	✪✪✪✪✪
EFFECTIVENESS	✪✪✪✪✪
VALUE FOR MONEY	✪✪✪✪✪

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We stock a wide range of PD Shareware and Licenceware all of which is described program by program on our updated catalogue which is now available.

We aim to offer you a service second to none and our customers comments tell us that we are succeeding.

LICENCEWARE – PRICES VARY

RE01	**ARTHUR OF THE BRITONS** – a strategy game with good graphics & gameplay	£3.00
RE02	**CONQUEST** – A variation of Populous	£3.00
OCL1	**DEAD OR ALIVE** –A very amusing adventure game	£3.00
OCL2	**MURDER ON THE ORION EXPRESS** – Solve this murder mystery	£3.00
BU108	**SQUARE OFF** – A puzzle game with synthesised voice hints and great music	£2.75
POW16	**FREAKED OUT 2** – Find your way through the maze	£3.00
POW07	**ARMOURED OPERATION** – Use your tanks to regain the Island of Powerfist	£3.00
SES002	**MOON LETTERS** – A good game for 5-8 year olds learning to spell	£2.95
TP001	**THE ZUFFERS** – 1 meg STE only puzzle game, get the Zuffers to their homes	£3.00

PD/SHAREWARE/FREEWARE – £1.25 PER DISK

ECD	The highly rated compilation disk with Smash Hit+, Laser Chase and others. STE
MPD1063	**JIGSAW** – Solve a jigsaw on screen. Several TNY pictures supplied.
MPD1530	**COARSE ANGLER** – STE only – Go fishing from the comfort of your armchair.
MPD0988	**STARTREK** – A disk magazine for all you 'Trekkies'. 25th Anniversary edition.
MPD1738	**H-MEC 2** – STE only – An excellent Pacman type game.
MPD1896	**QUEST FOR KNOWLEDGE** – New from Dunce's Cap. Another trivia brain teaser.

We also stock the popular **STOSSER** disk magazines as well as all the **P.O.V.** demos.

As well as offering a wide range of programs from which to select we are also stockists of the **ST Handbook** a new PD printed magazine. £2.50 inc. p&p.

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FLYING FILES

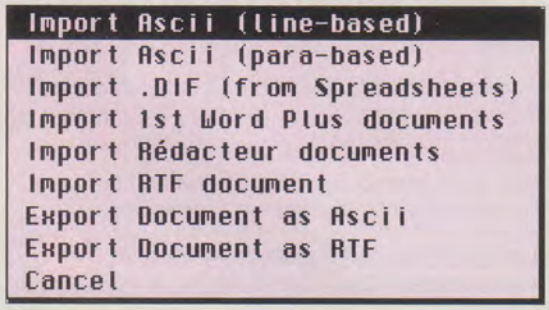
Using a computer for business probably means transferring text and graphics files to and from other systems. Ofir Gal gives an insight...

In the course of your work, you may need to provide a text file generated on your ST for inclusion into a business document on a Mac. Or perhaps a screenshot from a PC product for reproduction in a brochure being created within *Calamus*. The big question is: how portable are text and graphics files?

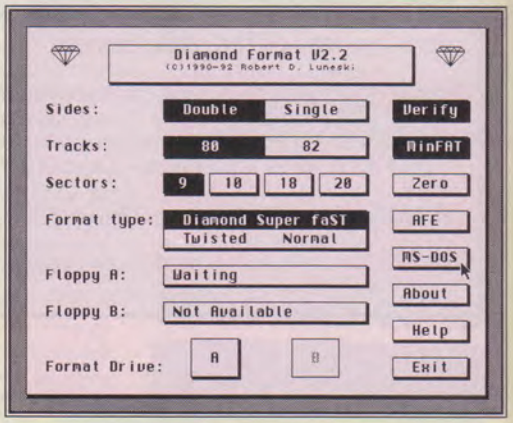
DIFFERENT STROKES

Most programs handle text which is usually stored in a file on disk. The file contains the text alongside additional, program-specific information. If you double-click on the file from the desktop, you should be able to recognise the original text among the numerous strange characters. These characters are codes that your word processor uses to indicate fonts, text styles, paragraph ends and other attributes and are specific to your particular word processor – no other program can understand them unless it was specifically designed to. *Calligrapher*, for example, is capable of reading *1st Word Plus* and *Rédacteur* documents, but most programs just stick to their own file formats.

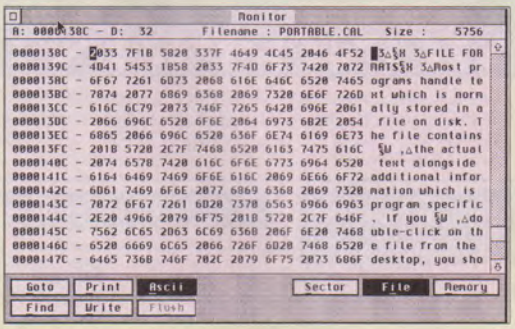
It's important to understand that all files basically contain values readable by all computers. File compatibility is a software issue and in most cases has nothing to do with the hardware.



Calligrapher has the ability to import and export in a variety of file formats. The RTF format is the best for file transfer to another computer.



Diamond Format is a clever little utility that can format PC and Mac-compatible floppies.

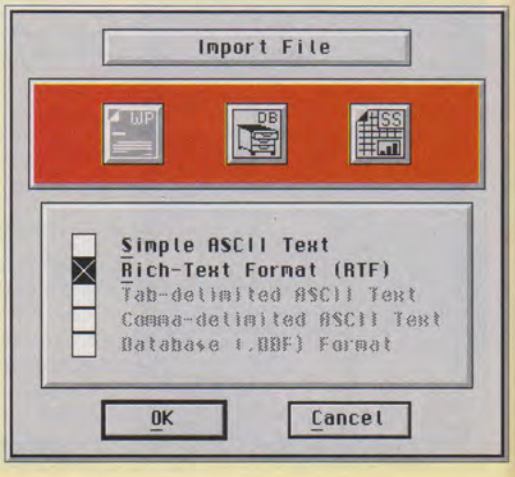


A disk monitor displaying part of a Calligrapher document. The non-text characters seen between words are specific to Calligrapher and will not be read correctly by other programs.

WANDERING WORDS

There are three text file formats that are generally used to transfer files across programs and computers. The simplest format is pure ASCII text. Most ST word processors support this format, which should simply consist of the text with a carriage return at the end of each paragraph. This means that when loaded into a word processor, paragraphs and lines can be easily reformatted according to the font and point size used. Pure ASCII files normally have the extension .ASC, but sometimes .TXT is used. Virtually all up-to-date word processors on all systems support this format for both importing and exporting documents.

The second file type is a formatted text file where each line is terminated with a line feed and a carriage return.



Atari Works also supports the RTF format. Flexible export and import facilities are becoming a standard feature of ST word processors.

JARGON JOGGER

ASCII: **American Standard Code for Information Interchange – in other words, pure text!**

GIF: **The Graphics Interchange Format stores pictures with up to 256 colours and uses a very efficient compression technique. Supported by most PC and Mac graphics programs.**

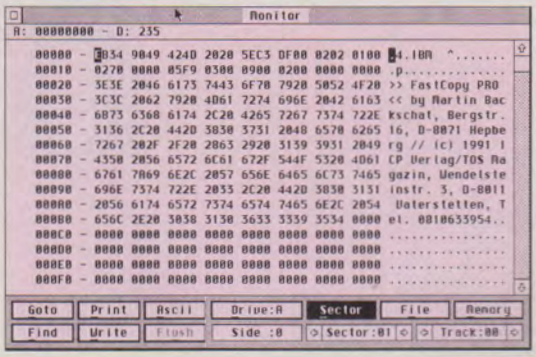
MS-DOS: **MicroSoft Disk Operating System, the PC's equivalent of TOS.**

PCX: **A** *PC Paintbrush* **picture file. Supported by various ST packages including Migraph's** *Touch-Up.*

RTF: **Rich Text Format, a method of saving page layout information such as fonts and attributes (bold, italics and the like) in a text file.**

SCSI: **Small Computer System Interface, pronounced "scuzzy". Most modern computers, including the Falcon, have such an interface for ease of hard-drive connection.**

TIFF: **Tagged Image File Format, rapidly becoming the standard graphics format for movement between different computers.**



The boot sector of an ST floppy disk formatted with FastCopy Pro is completely PC MS-DOS compatible. The letters "IBM" can be seen at the start of the sector.

This means that each line is hard coded into the file, making it virtually impossible to reformat. *1st Word Plus* is notorious for producing such files. However, a utility called *ASCIIfy* is available from most PD libraries which can take a *1st Word* document and "de-format" it into pure ASCII. Most "readme" files, intended for reading on the desktop, are formatted text to ensure that they can be read within the usual 640-pixel-wide ST screen (high and medium resolution). The conventional file extension is .DOC, but .TXT is also used.

THAT'S RICH!

Rich Text Format (RTF) has recently become very popular. Defined by MicroSoft, the format is designed to maintain text attributes such as bold, underlined and italic text and justification. The format even allows for fonts, so it's entirely possible to design the layout of a document before transferring it to another computer. The most likely problem is that the font used on the ST program is not available on the PC and vice versa.

The format is rather open and so each application may only support some of its features while ignoring others.

It is best to experiment with the programs you intend to use to see how well the conversion works. The ST scene has only caught on of late but *Calligrapher, Atari Works, Papyrus* and even the shareware *Marcel* all support RTF. It is certainly the format to look out for.

STROLLING SCREENS

Transferring graphics files from one computer to another is made easy through the use of utilities like *GEMView* and *Image Copy* although there are an overwhelming number of formats and sub-formats. The IMG and Degas file formats have been very popular among ST owners, but the latter is Atari-specific while the former is only used in some old PC programs. While TIFF is emerging as a universal standard, now supported across the board, other file formats are widely used including GIF, mainly for compressed colour images, and PCX, which is popular on the PC.

TIFF supports any number of colours ranging from monochrome to 24-bit true colour – that's more than 16 million colours! Two different compression methods are available, namely RLE which is faster and more popular, and LZW, which produces very small files but is slower to load. Unfortunately, TIFF files all have the same file extension – .TIF – irrespective of the type.

For maximum compatibility it's best to use non-compressed TIFFs. The only program that lets you convert almost any file to a TIFF of your choice is *Image Copy 3*, due for release any day. While the program supports TIFFs of almost any type, most other programs are rather fussy – the best bet is to use 1-bit TIFFs for monochrome images, 8-bit for all colour palette images and 24-bit for true colour. Another file format that is popular among Mac users is the Encapsulated PostScript format (EPS), essentially a programming language with built-in support for vector-based graphics.

Support on the ST is limited to a handful of programs at the moment, including *PageStream, DA's Vector* and *Outline Art 3*.

DISK FORMATS

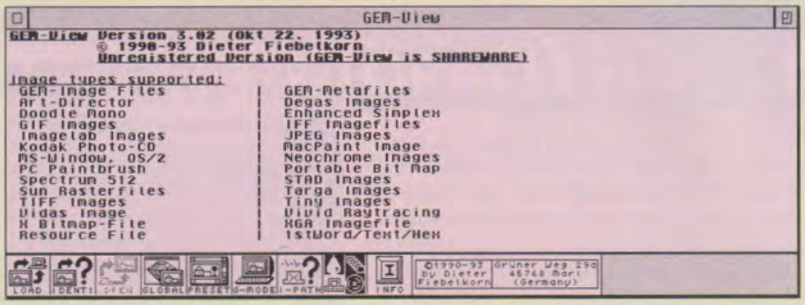
If you need to transfer a file from one computer system to another there is also the disk format to be considered. Since the ST's operating system is similar to DOS where disk access is concerned, transfer to a PC is relatively simple. As of TOS 1.04, the Atari desktop formatting routine produces an MS-DOS-compatible disk; older TOS versions are only partially compatible. In addition, some PCs are fussier than others and may refuse to read an ST-formatted disk.

The simplest solution is to use a program like *Diamond Format* or *Fast Copy 3* to format the disk. Don't use special extended formats, just stick to the standard 80 tracks, 9 sectors-per-track format and all should be well. In fact it's best to also avoid any fancy formatting options such as Twister. *Diamond Format* also has a useful feature that makes any ST disk PC-compatible without reformatting it, so that the files remain intact. As for the ST, it can read any double-sided PC-formatted floppy without any difficulties.

Modern Apple computers use a completely different disk format but can read an MS-DOS disk via the *Apple File Exchange* (AFE) utility supplied with all Macs. To smooth things along, *Diamond Format* lets you format a disk so that it is easier to read on the Mac – a simple click of the AFE button does the trick. When transferring files back from the Mac to the ST, make sure that the floppy was formatted with *Apple File Exchange* on the Mac or via other utilities such as *AccessPC* or *DOS Mounter*.

Although not very likely, you may occasionally need to transfer files to a Commodore Amiga. The file system on the Amiga is not based on MS-DOS but is still capable of reading MS-DOS formatted disks with the relevant utility.

An ST can also read a PC SCSI hard disk by using an Atari SCSI host adaptor. Unfortunately, it can only access partitions smaller than 32Mb.



GEMView can convert between a large number of image file formats. Most importantly, it is able to transform IMG and Degas files into PC and Mac-compatible TIFFs.

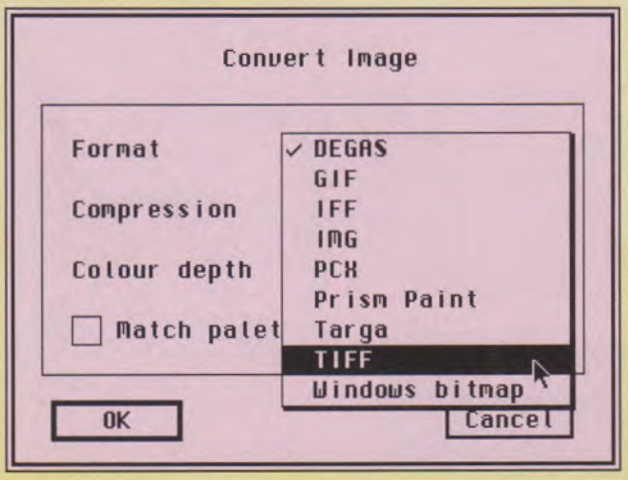
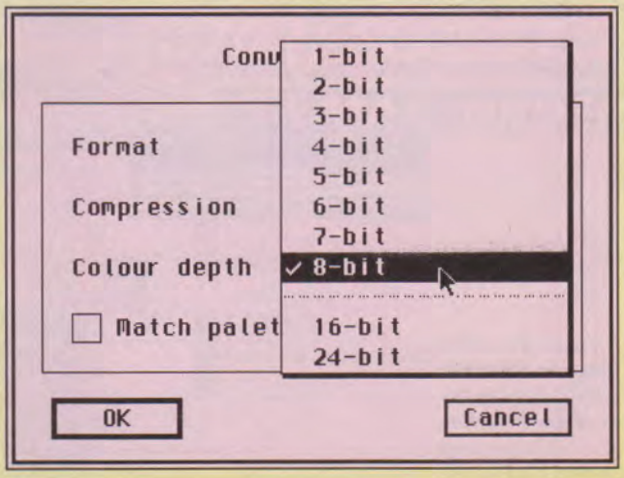


Image Copy 3, due to be released shortly, has added even more formats to its conversion menu...

... and can also write TIFF files of all colour depths. Most PC and Mac applications cannot cope with every variety.



Fax-modems are now very cheap, but are they easy to work with? Mark Baines investigates...

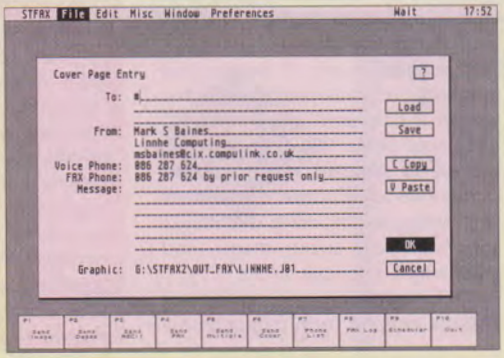
PURE FAX

The 1988 postal strike made the advantages of fax machines very apparent, with prices falling and sales rising ever since. Copies of documents, even hand-written notes, are sent faster than mail and at about the same cost. The effect is often immediate, sometimes more so than telephone calls. Faxes bring results.

However, the make-up of a fax often involves some typing, sticking photocopied pieces on, hand-writing notes and so on – not very consistent or impressive. The text is probably word processed anyway, so why not cut out the middle men – printers, photocopiers, scissors and glue – and send the text straight from the computer to the receiver's fax machine?

More and more businesses are using modems for fast data transmission and access to networks of information. Many modems are now equipped with fax facilities – Supra FAXModem V32bis, TKR IM-144VF+, Zoom 14.4X, USR Sportster, all of which are now less than £250. Look for fax modems compatible with the Group 3 fax device standard and preferably Class 2 (or 2.0) command sets. All will have a fax speed of 9,600 bits per second (bps) or even 14,400 bps for future compatibility.

You also need a program to access the faxmodem, receive, display, save and print faxes and allow you to compose a fax using your favourite word processor, DTP and graphics packages. On the ST there are two main programs – *STraight FAX! 2* (reviewed last issue) and *Tele Office* (currently unsupported in the UK).



The cover page configuration for STraight FAX! 2.

TOP TIP

Obtain a letterhead, logo or signature image suitable for inclusion in a fax by sending them from a fax machine to your faxmodem. When received, save the fax image as an .IMG file, touch up and save at 96 dpi. This produces better results than using a hand scanner at 100 dpi.

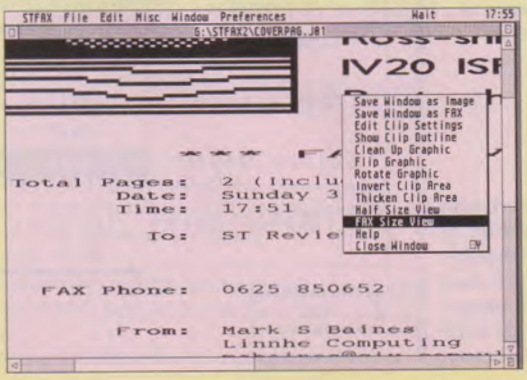
FACILITIES

Both programs have an address book and keep a log of incoming and outgoing faxes which can be viewed at any time. Cover pages can be included with details of the sender, recipient, number of pages and perhaps a logo. *Tele Office* automates this with the inclusion of small commands in any text, which are expanded before sending the fax, and the inclusion of footers and headers on any page. The usual Fax ID at the top of a page is optional. Multiple page faxes are possible as are copies sent to several destinations automatically at predetermined times.

Printer drivers are supplied for most common DTP and word processors so that, say, you can produce your fax in *Calamus* or *Timeworks* and print it out straight to a fax file that can be sent immediately without leaving the program. Ordinary ASCII text files and images can also be imported – *Tele Office* allows them to be mixed and overlaid on a single page. Standard 98 dpi and 198 dpi resolutions are supported which produce excellent quality results.

Both programs can answer the phone and receive faxes automatically or manually using Auto programs and desk accessories. The file can then be viewed at various magnifications, printed if needs be and saved or converted to an image file – perhaps for later inclusion in another document. Faxes can be rotated if sent the wrong way up and the fax image cleaned up or contrast altered.

Disadvantages? You'll either have to get a dedicated line or share one with your telephone and you can't simply scribble a note and send it. No problem? Well how about a hastily drawn map giving someone directions...



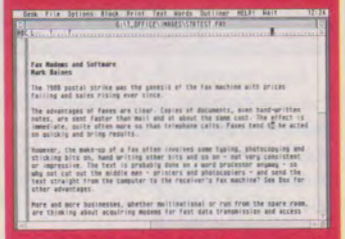
Viewing a cover page in STraight FAX! 2 with the View Window Command menu displayed.

CONTACT

STraight FAX! 2: System Solutions (0753 832212) – £89.95

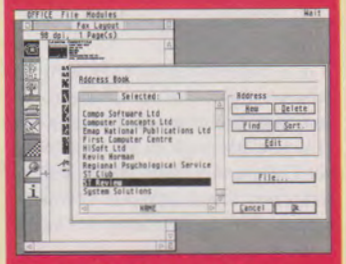
STEP BY STEP

Tele Office **allows the compilation of faxes from image and text files using programs called from within it.**

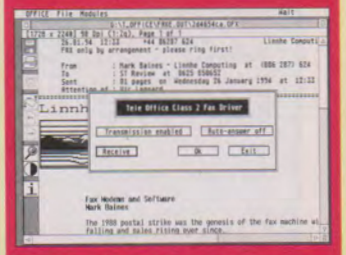


Text can be inserted as a text file, converted to an image or printed as a final fax file.

Tele Office Fax Layout page – the signature image file is about to be dropped into place on the text file.



The finished page in the background and the address book called to select the recipient.



The final fax file can include the standard headers and footers and the usual Fax ID at the top.

PROFESSIONAL FOOTBALL MASTERS 4

VERSION

Quite simply the best Football management game for your computer. We have served thousands of satisfied customers during our 4 years of trading. Over 10,000 man hours (during 5 years) has been dedicated to the production of this games constant improvement and it must be one of the most realistic and accurate representations of a professional football managers job. Main features below:-

Managers : 1 to 4 Human players, Ratings, Performance statistics, sack and offers. 3 Difficulty levels, Manager of the month and season awarded, Pools, Pick any team in any division to begin with.

League & Cup : Premier 22 teams, Division 1,2 & 3 have 24 teams, Play-offs, Tables. 7 Cup competitions with precise rules (2 legs, extra time, away goal rule, seeded draws, European Cup tables, 5 subs, non-domestic player restrictions etc.), Finalist route to glory.

Games : Yearly fixture/previous list, Week fixtures/results, Results from previous meeting with opponent (goes back up to 6 seasons).

Players : Real life statistics reflecting the start of 93/94 season with real positions, height, age. Live transfer market, Contract & wage negotiations, Preferred foot (left/right/both), Loans, Injuries, Training, Special talents, Trainees, Goalkeepers (separate skill categories), Defenders, Midfielders, Attackers & Utility, Retirements, Foreign transfers, Unhappy players, Top 10 Hot shots.

Team : Training, Tactics (15 different styles), Aggression, Formation allows specific player field settings (Left winger, Sweeper etc.).

Club : Sponsorship, Ground improvements, View opponent, Finances

The Match : Real time scoreboard reporting goals & injuries yellow/red cards, Sound effects, Interventions permitted at any time to change tactics, formations and make subs. Physical graphical penalty participation (optional). Over 80 different referees.

Other : Fast load/save, Printer access, 20 Options to set various game preferences, Instruction book, Easy to play, Technical support.

Plus : Over 100 other meticulous refinements impossible to list here.

Editor : Allows you to amend various items in saved games. £12 Extra

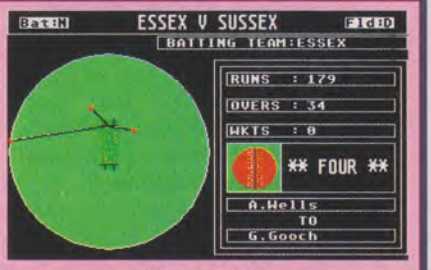
Scottish : Dedicated version details available upon request.

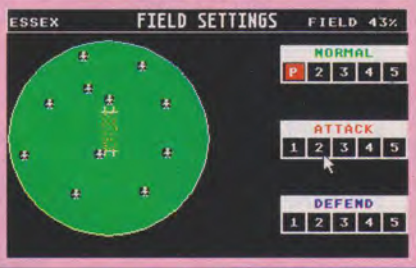
PLAY BY MAIL Service Now Available

CRICKET MASTERS

This is a purely managerial cricket manager game that concentrates on strategy and includes plenty of relevant statistics. The game has been designed and developed by a true fan of the sport. It replicates everything that a real manager has to contend with and it's a totally unique production that anyone with an interest in Cricket should experience. A summary of the main features is shown below:-

- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
- 4 Cup competitions including Benson & Hedges, Nat West.
- 20 different match umpires with accurate names and strictness.
- Accurate player details Surname, height and age.
- 27 different player attributes, most have a direct impact on the effectiveness of each individuals actions during a simulated match.
- Easy player selection. All game text is clearly presented.
- Batting and bowling averages. Top batting and bowling tables.
- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.
- Full match highlights let you watch the action ball by ball with full graphics and/or realistic sampled sound effects for significant events (Fours, Umpire decisions, etc.). Interventions are permitted at any time to change batting tactics or fielding placings.
- 3 Batting/Bowling classifications (Normal, Attack and Defend).
- Choice of 15 different field placings, Manager rating.
- Full scorecard results with best batting and bowling figures.
- Other staff (Physio, Groundkeeper, Scout) can be hired and fired .
- Annual league fixtures listing. Current week and last league results.
- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Printer access, Finances, Poor ground fines,
- 15 Options to alter game preferences, Load/Save game.
- Instruction book with plenty of examples.
- Plus many more fine details that we are unable to list here.





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This game has been designed to be as close to real racing as possible. Five years of development by a clever racing expert has led to the second revision of this Flat Horse Racing Simulation. Up to 4 players can participate as Owner Trainers with the primary objective of becoming the top rated trainer, in respect of prize money won, at the end of each racing season (March to November). There are up to 35 other intelligently controlled computer trainers to compete against and compare your personal performance.

To achieve this aim you must discover a potential champion and train them so that they become capable of competing well and winning any of the 47 big prize money races (Handicap and Group). eg. The Derby

To give you an idea of the tools provided in this game to assist you reaching your objective we have listed the main features below:-

- 250 horses each with over 60 independent variables that effect performance.
- 26 different race courses (2 all weather), real life characteristics mirroring the diversity and uniqueness of racecourses in the UK, descriptions of each are accessible in the game.
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Winnings Statistics : 104 wins out of 166, as from 2/6/93 to 1/9/93.

Formula : This program tells you exactly what to do. You can NOT amend our system unlike so many other similar programs. How confident can you be in something that invites amendments!

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INTRODUCING...

Maurice Collins previews a superb-looking tool for showing images.

One of the greatest benefits of having a Falcon is that you can view full colour pictures from a variety of sources – scanned photographs, ray-traced drawings, PhotoCD images and so on. With the right software, you can create complete sequences of images as part of a sales presentation or simply as a way of showing off your photographic or creative skills, and Compo's soon-to-be-released *Studio Presentation* looks like it might well be that right piece of software.

There's nothing complicated about *Studio Presentation*. Essentially it loads colour images and displays them on screen using various transition effects to change from one to the other. It's not even a new idea – there are several excellent PD utilities that do the same on the ST, albeit in only 16 colours – but it does take things a stage further by adding text screens that can be overlaid on top of colour images. You can also store sequences for future use, complete with images and text.

Studio Presentation runs in any true colour mode. The 40, column VGA-mode is the quickest and clearest but it will work perfectly in 80-column interlaced mode on a conventional colour RGB monitor. Images have to be loaded in industry-standard TIFF format, though the alpha version would only load those TIFFs that had been saved using *Studio Photo*. This will be fixed by the time the release version comes out.

The interface is a little odd but easy to get used to and the sequences are built up as a series of icons, with the available images displayed at the top. The main problem appears to be memory. In 40-column screen modes it appears that only six images can be loaded and used, and while up to nine slots are available in 80-column mode, my 4Mb Falcon refused to load an eighth.

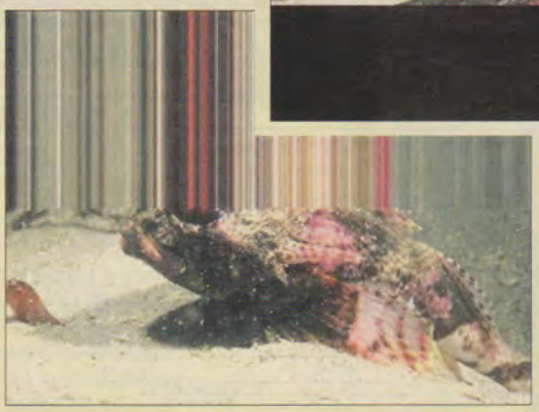
It should be emphasised that an alpha test version of a program is a very early release and many alterations are likely before it is sent out even to software testers (*let alone journalists... Ed*) so this is currently being addressed. The text feature has not yet been added, though Compo have stated that it will use *SpeedoGDOS* to overlay text on the images. The saving and loading of sequences was also disabled and there were some difficulties with the screen display breaking up. If all this leaves you wondering just what on earth we *could* do with the program, rest assured that the slideshow element works. Actually, that's the understatement of the year – it works brilliantly. Each image is assigned one of 49 different transition effects that govern the way it comes onto the screen. There is also a fiftieth option that selects a transition at random so you can set up rolling demos that will never look the same. My favourite transition is called *gelatine* – the image appears line by line from the bottom with the remaining area above filled with shimmering vertical bands. It really has to be seen to be believed. Others include the rolled tube effects (see the accompanying screenshot), the "fondu de couleurs" that builds up the image pixel by pixel in layers and the superb "rebond" transition that bounces the image from the top or bottom until it eventually comes to rest. Others include building the image up in random squares of six varying sizes, the "snail" effect that builds up the image in a spiral, the growing and shrinking circles and rectangles, and various scroll effects. There's even a diagonal scrolling!

The speed of each slide transition can be altered and at maximum speed the effects are absolutely breathtaking. As events exist as on-screen icons, they can be swapped around using the mouse, making it easy to adapt and edit presentations. If the release version – expected to come in at under £30 – lives up to the promise of this alpha test version, it will be a tasty little program indeed.

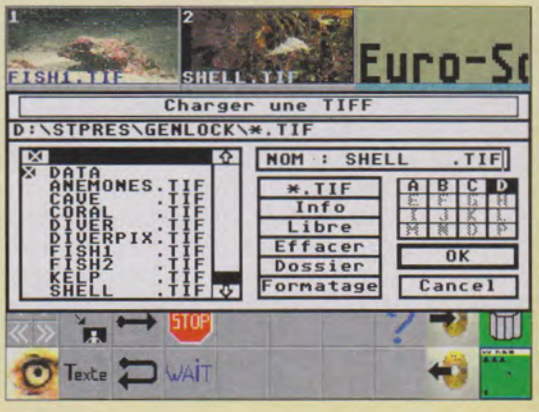
Choosing a transition effect for the image.

The third row of icons from the bottom is the sequence of events – an image followed by text, then the start of a three image loop separated by a text screen and a pause (waiting for a keypress).

The image of this fish is being rolled onto the screen...



... while here the fish appears in a stunning transition effect with rapidly shifting vertical bands called the "gelatine" effect.



Loading a TIFF image into the system...

T.S.C.

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T.S.C: The Shareware Company. Not all PDL's are the same!

Seems we're *still* not flavour of the month with some people! Could it be because we've dropped F-Copy 3 from the "freebies" on the catalogue disk? We simply ran out of space: detailed descriptions for 100 or so more disks took up more space than was free. RIP F-Copy. But, the catalogue remains a thing of beauty and a joy to behold. Based, uniquely, around Terradesk, it's user-friendly, (and idiotproof!) Each of the 2,000 or so disks is described in detail, allowing you to make *sensible* decisions about what you want: the more we tell you about what you'll be getting, the better able you are to make a good choice and get the thing you wanted, rather than "almost, but not *quite*...". Games aside, *every* piece of shareware or PD was written for a reason: it was perhaps the solution to a problem which the author couldn't get "off the shelf", but had to write for himself. Maybe a paint package with nothing much to commend it – but it has one "tool" that no other package, PD or commercial, offers. It's the job of a **good** PD catalogue to *know* and to tell **you** what makes a program "special"... (well that's our opinion, anyway – seems that not every PDL agrees with us.) Trouble is, taking that kind of care fills a **lot** of space, and keeping it easy to read and enjoyable takes time. The PDL's who *take* the time are few (but our customers know who we are!) If you need software, it's the job of a good PDL not just to take orders, but to be ready and able to advise you; with a real person on the phone, able to make suggestions, give free help & advice, chat about computers (and not only ST's!) draw your attention to bargains we've spotted... "Happy customers have deeper pockets!" We do our best for you because we think that, overall, our customers' loyalty is *worth* the extra effort. Many customers need (or at least, *want!*) their disks as fast as possible: phone-in an order with your credit card number before 2.30pm, and it should be with you tomorrow. We're not the cheapest PDL – (could be, "you gets what you pays for" – quality service isn't free!) we're not quite the biggest – but as we've said before, we're a lot bigger than the cheapest, and a lot cheaper than the biggest. Good international contacts bring the latest software *direct* from Germany and North America. (recent arrivals include Terradesk v1.36, Ideallist v3.3 and an IBM emulator – which is *quite* enough of a "list of titles" for a TSC advert!) You **need** a *good* PD catalogue as much as you need a good manual – it'll give solutions to problems you hadn't realised could be fixed (or possibly hadn't realised were there!), an insight into the amazing range of things your ST can do... Amazingly, we estimate that well under 50% of the 750,000 or so UK ST users buy PD or shareware regularly. **Crazy!** For a *Good* PD catalogue (please specify ST or Falcon) send us 3x1st class stamps **or** an SSAE with a (newish, please!) DSDD floppy. You'll be amazed!

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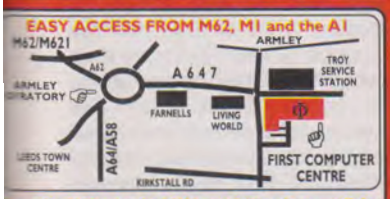

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  Same out put as the 240 but with less facilities
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  4 times faster than the HP500C!! All HP printers come with a 3 year warranty

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  9 pin colour, 8 fonts, 180 cps draft, 45 cps NLQ
- Star LC200 colour.....£187.99
  9 pin colour, 8 fonts, 225 cps draft, 45 cps NLQ, A4 landscape printing
- Star LC24-30 Col.....£222.99
- Star LC24-300 Col.....£289.99
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  Colour version with 30K buffer expandable to 62K
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  Stunning affordable colour printer. 3 PPM, low running costs
- Star SJ48 Autosheet feeder.....£49.99

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All disks are guaranteed 100%. All branded disks come with labels
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- Star LC200 mono.....£4.25
- Star LC100 colour.....£6.80
- Star LC200 colour.....£11.00
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- Star LC24-30/200 Colour.....£10.20
- Re-Ink Spray for mono ribbons.....£10.20

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save a fortune in running costs with your ink/bubble jet. Compatible with HP, Canon, Star, Citizen & many others.

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SupraFAXModem 144LC
V.32 bis (14400 baud!)
Features as below but class 1 fax only & LED display. "Performs perfectly never missing a connection.....Computer Shopper April 94
only £159.99

SupraFAXModem V.32bis
14400 baud, V.32bis/32/22bis/V22/V2/MNP2-5/V.42/V42bis, Class 1 & 2 commands, 9600/14400 Group 3 Fax. Includes free comms (not Fax)s/w & cable. "Excellent performance,this modem should be on everyone's shortlist"..Computer Shopper April 94
only £209.99

SupraFAX Plus £119.99
Even faster than the standard 2400 from Supra with auto dial & auto receive. 9600 bps Hayes comp. V22Bis, V42 Bis, MNP 2-5 & auto adjust to maximise transmission speeds. Includes free modem comms (not Fax) s/w & cable.

Supra 2400 .....£64.99
Get on line using this great value fast modem with auto dial & receive. 2400 baud Hayes comp, V22 BIS. Includes free modem comms s/w & cable!!

All Supra Modems come with a 5 year warranty. Supra modems are not BABT approved however they operate as well if not better than other modems

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If you thought V32bis was fast try the terbo! They come with a 5 year warranty & are BABT Approved!

VIDI 12 ST BY ROMBO

As official dealers for Rombo, we are able to offer this excellent package at a great price. Vidi 12 ST replaces the famous Complete Colour Solution with a higher specification but a lower price!

Contents include multimedia digitiser, software, manuals and phono cable

Main Features:

Both colour & mono image capture, no separate RGB splitter or filters required, fully functional animation workstation, mix images to almost any resolution, all Atari colour modes are supported, many image processing effects, file formates include IMG, ART, IFF, IFF, SPU, SPC, NEO, BMP, TIFF.

only £105.99

ICD FA-ST HARD DRIVES

These drives are fully auto booting and auto parking. The metal case has a very small footprint, fast access and is VERY QUIET.

The DC range come with a built in real time clock and disk cache as standard that can reduce disk accessing time by 50%. Standard warranty 1 year.

	SIZE	SPEED
FA-ST 52DC	19ms	£339.99
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FA-ST 213DC	16ms	£399.99
FA-ST 245DC	16ms	£439.99
FA-ST 330DC	16ms	£494.99
FA-ST 520DC	16ms	£815.99
ICD Link		£84.99
FA-ST Controller (no HD)		£179.99

Marpet RAM

XTRA-RAM+8.....£57.99 unpopulated
Upgrade your STe or Mega ST up to 12Mb using SIMMS. Just add the cost of SIMMS to get your price

The Deluxe range of RAM expansions by Marpet for the older STFM must be the best available on the Atari. Expandible to 4 Mb by the use of 1*8/9 SIMMS modules, the 512k expansion is ideal for the user who may need more RAM later on.

STFM Deluxe SIMMS modules

- 4 Mb unpopulated.....£24.99
- 4 Mb populated to 512k.....£34.99
- 4 Mb populated to 2 Mb.....£92.99
- 4 Mb populated to 4 Mb.....£159.99

Marpet products come with a 12 month warranty.

Prima RAM expansion

- 512K STe.....£9.99
- 2 Mb STe.....£67.99
- 4 Mb STe.....£134.99
- 14 Mb unpopulated for the Falcon.....£84.99

uses SIMM boards for RAM so just add the cost of SIMMS to get your populated price

Prima products comes with a full 2 year guarantee

THAT'S COMPO

From word processors to true colour art packages, Compo is one of the Atari market's big players. Vic Lennard visits the new premises...

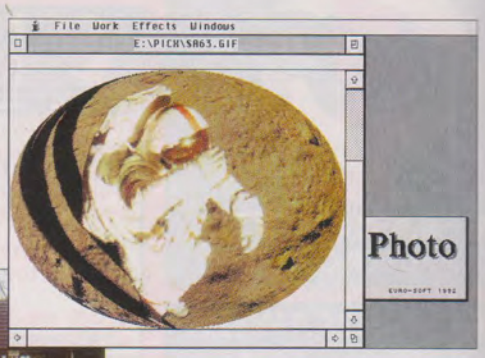
In 1989, a word processor named *That's Write* appeared. The ability to import graphics and a wide range of available fonts made the program rather popular despite the awkward installation procedure. This and the follow-up PC emulator, *PC Speed*, established Compo products in the UK but to say that this was an unknown German company is an understatement – the name "Compo" was rarely mentioned in reviews, only Gasteiner, the UK distributor of the time.

A year later, Theo Breuers of Compo, Germany, decided that a UK office was essential to further the growth in the UK and approached the man who had established GST in the Atari market since the mid '80s – Neal O'nions. "Theo approached me to start up a UK operation," recalls Neal, "because, at the time, Compo was not achieving the UK distribution that he thought it could.

We formed a company together [Compo Software Ltd] to attack the UK market."

FIRST WAVE

Part of the reason for poor market penetration was the lack of a decent manual. Putting his Statistics degree to good use, Neal personally wrote the English manual for the first new UK product, *Write On!*, launched at the bargain price of £49. "Even by today's standards, *Write On!* is still a very good product," states Neal. "We continue to get a phenomenal response from users today and yet it's the same product we started selling three and a half years ago. "*Write On!* was based on the original version of *That's Write*, with the removal of certain features to make the program both user-friendly and uncluttered. Consequently, the move from *Write On!* to the next in line, *That's Write 1.51* in mid-1991 was a natural progression; as a user grew to require more facilities, these were then available. But for a company the size of Compo, this can hardly be viewed as flooding the market with new software.



Wide span – the Compo range of products includes Studio Photo, a quality image retouching program.

Not yet – but by the summer this will provide a further 700 square feet of space for Compo.

"Compo has a very large portfolio of products in German, but it is very difficult to appreciate how much is involved in taking a German product and producing a quality English version." explains Neal. "Also, once products reach a certain stage they invariably go through a new development cycle; choosing the time to translate software is extremely difficult and often inhibits us bringing products into the UK, *That's Address 2* being a prime example. We are a very quality-conscious company."

SECOND GENERATION

While the intention behind *That's Write* was to create a good, everyday word processor, *That's Write 2*, launched towards the end of 1992, aimed to be the best Atari-based word processor bar none. Putting his point across adamantly, Neal says: "For people with ordinary word processing requirements – letters, reports, faxes, theses – *That's Write 2* is streets ahead of the competition. There are other good word processors, some better than *That's Write 2* for certain jobs but for, say, writing a letter where you are worried about the output quality and want to do something quickly, no other program touches *That's Write 2*."

Compo firmly believes that the soon to be released *That's Write 3* will stand up favourably to comparison with word processors on *any* computer let alone the Atari-based competition, supporting Speedo fonts and offering a host of improved facilities. Plans also exist for further versions.

The arrival of the Falcon coincided with the appearance of a new Compo product, *MUSiCOM*. "Digital audio is new and exciting," enthuses Neal, "and programmers always like new and exciting areas. That's where *MUSiCOM* came from – the idea of getting something out of the Falcon by playing with the DSP chip. *MUSiCOM 2* is more like a real product with real applications, but

Man in the middle – Neal O'nions, Managing Director of Compo Software Ltd.

Full stock – Compo sells a range of products to its customers.

MUSiCOM was designed as a fun product and succeeded in this very well."

With offices currently in Germany, Holland, the States and the UK, it should not be surprising to see products appearing from outside Germany and last year saw the release of *Studio Photo*, an image retouching program created by a French team. "Compo is the strongest publisher of ST products worldwide." Neal explains. "Writing a good product is only ten per cent of getting it to sell in volume so when a good product becomes available, we are the natural route for marketing it."

THIRD PARTY

Through a seven-year network of contacts, Neal has been able to ensure that Compo distributes a healthy variety of Atari products. With GST moving further away from the Atari market, Gribnif needed a new distributor through Europe and the UK; Compo provided such an option and have been marketing the range since *STalker* and *STeno*. Currently, Neal is awaiting the arrival of *Neodesk 4* to partner Gribnif's multi-tasking system, *Geneva*.

Other products include the UK distribution for both TOS 2.06 and 4.04 for the Falcon. "Compo is the only UK company that is licensed by Atari to produce English TOS 2.06 EPROMs." clarifies Neal.

As many of you will be aware, *Arabesque Pro* appeared on a recent *ST Format* cover disk. Within a short period of time, all back issues had been removed and an apology to Gribnif printed. After a short pause, Neal tries to unfold the story. "No blame can be attributed to either *ST Format* or HiSoft, who provided the program. Having said that, quite a mistake was made as the disk contained a product that was the copyright of Gribnif. The complication is that the *Arabesque Pro* copyright holder was Shift, a German company that is no longer in existence. It's safe to say that Compo now has distribution rights for both *Arabesque Pro* and *Convector*."

FOURTH VERSION

Those eagle-eyed amongst you may have noticed a rather strange icon on Jörg Zabell's desktop in the *One Man & His ST* interview in issue 20 (December 1993) – *WordPlus 4*. What is the story behind this? "There are a number of ways of exploiting software technology. In *That's Write*, we have a top-of-the-range engine technically and it is possible to produce variants with different interfaces. *1st Word Plus* has reached the end of its natural development cycle and has been very successful. One way of reaching that huge installed user-base is to take the *That's Write* engine but make it similar in appearance to version three of *1st Word Plus*."

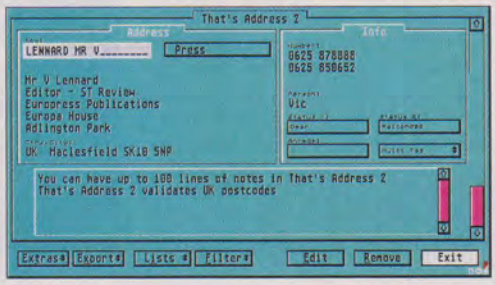
"I can also confirm," continues Neal, "that registered *Calligrapher* users with Working Title will be offered a very attractive upgrade path to *That's Write 3*." Will there be an easy way to transfer *Calligrapher* documents to *That's Write 3*? "We're working with the *Calligrapher* file format at the moment – it's that advanced." This modular approach to *That's Write 3*, especially in terms of importing and exporting files, is a major move from previous versions.

FINAL MOVE

Compo Software recently moved into custom-built premises at Green Farm Estate, Huntingdon, 900 square feet of which is currently in use by the ten personnel there. Phase two, in the Summer of 1994, will add a further 700 square feet and a "visit and see" showroom. Such a move seems to indicate a healthy future for the company.

With Compo intending to use the Falcon's additional hardware for prospective products, such as *T'Phone* and *Studio Presentation* (see pages 31 and 40), the final word must go to Neal and his opinion of the computer in today's market place. "There is a clear need for a second revision of the Falcon – and I would be quite happy to see it in the same case!" laughs Neal. "The audio inputs and outputs need to be made more industry-standard – quarter inch jack sockets instead of the 3.5mm variety – and the audio converters could do with being taken up a notch. While they're not that bad, they're not up to studio use. Also, it could do with a few expansion slots.

"None of these points is difficult to change, and even if Atari doesn't make these changes, I would be very surprised if the technology that it has developed disappears from the marketplace..."

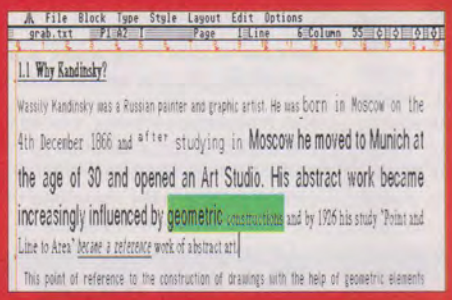


Address taker – That's Address 2 is top of the hit list for UK release – with the possible exception of That's Write 3...

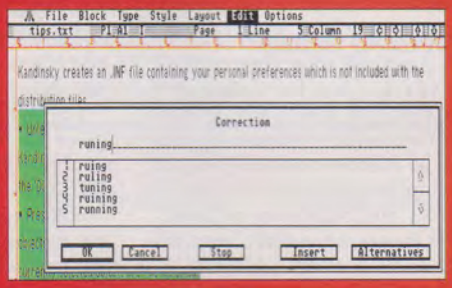
STEP BY STEP

FOLLOW THE PATH

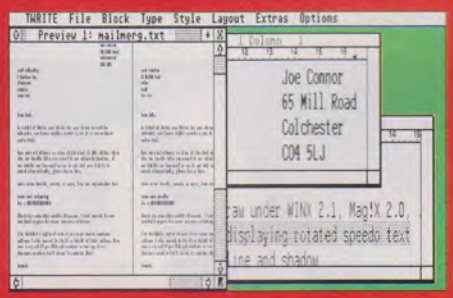
Compo has offered a carefully thought out succession of upgrades from *Write On!* through to *That's Write 3* as this step by step series of screenshots from Joe Connor shows...



1 ***Write On!* supports multiple fonts, both on-screen and as part of the printed output.**



2 ***That's Write 1.5* added a spell checker and improved document handling.**



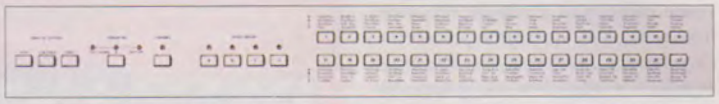
3 ***Version 2* saw the inclusion of window support for up to nine documents along with a useful print preview facility.**

4 ***Version 3* includes support for Speedo fonts, a new look interface, improved spell checker, on-line help and import/export filters.**

THE KEY MASTER!

The Yamaha CBX-K3 is a new master keyboard designed especially for desktop music systems; it even matches the colour of your ST!

Master keyboards are something of an unknown quantity for MIDI musicians. Why pay for a keyboard that has no internal sounds? Two arguments exist for this. Module versions of synths are usually a couple of hundred pounds cheaper than their keyboard counterparts; once you have paid for your master keyboard, you actually save money buying sound modules. Also, master keyboards usually have excellent MIDI facilities. The Yamaha CBX-K3 is one such master keyboard that may enhance your MIDI system...



Instant access – the main panel buttons let you select the 128 GM voices with ease.

KEYBOARD DESIGN

The CBX-K3 has a four octave, velocity-sensitive keyboard without Aftertouch. The transpose function gives an effective range of 73 keys by moving all data output from the CBX-K3 one octave up or down – useful for playing realistic deep bass lines.

To the left of the keyboard are slightly wider than usual pitch bend and modulation wheels; essential if you intend to add expression to your music. Above these are two slide controllers that really come into their own when used with a sequencer.

Connecting the CBX-K3 to your ST is simplicity itself; MIDI Out of the keyboard to your ST's MIDI In. The other sockets are for a 12v DC power adaptor, supplied with the keyboard, and a sustain pedal which is an optional extra.

The weight of a keyboard usually gives an indication of the build quality. For a small keyboard the CBX-K3 is surprisingly heavy; this should happily take many years of key bashing without any problems. The non-weighted plastic keys have a fast response with plenty of "travel" which allows for good control of velocity – this should satisfy the majority of musicians.

GENERAL MIDI

The top panel sports four Voice Group buttons, labelled A-D, and 32 voice select buttons, giving instant access to 128 voices via a MIDI sound module. Some sound modules have over 128 voices and there is no way of selecting these from the CBX-K3; a bank select button would have been a useful inclusion.

The CBX-K3 really shines when connected to General MIDI (GM) sound modules such as Yamaha's CBX-T3. GM names are printed for each Voice Select button on the CBX-K3's front panel, so you can select sounds by name; no having to remember the number of the sound you want! But as not every sound module is GM-compatible, it would have been nice if Yamaha could have included a way of showing the number of the selected program for the sake of non-GM modules – although an LED display would probably add substantially to the final cost.

VERDICT

Unlike most control keyboards aimed primarily at desktop musicians, the CBX-K3 exudes quality. It plays well. And has most functions required of a master keyboard. Unfortunately, Yamaha has competition from other keyboards costing less than half of the CBX-K3. While they are not really comparable in terms of facilities and quality, many musicians may prefer the extra money to go towards another sound module. But, if you want a good master keyboard that compliments your ST, look carefully at the CBX-K3...

✔ Excellent design
✔ Easy to use
✔ Real time control sliders

PROS AND CONS

✘ A little expensive
✘ No display for selected voice

"Although fairly expensive, the CBX-K3 has an excellent specification; a well designed master keyboard."

NAME: CBX-K3
COMPANY: YAMAHA -KEMBLE
CONTACT: 0908 366700
PRICE: £299
MIN MEMORY: N/A

EASE OF USE ✪✪✪✪✪
DOCUMENTATION ✪✪✪✪✪
EFFECTIVENESS ✪✪✪✪✪
VALUE FOR MONEY ✪✪✪✪✪

OVERALL 82%

Solid as a rock – intended for desktop music but designed to last.

CONTROLLERS

The CBX-K3 has two sliders that allow you to alter certain parameters in real time. Use the Selector slider to choose Velocity, Tempo, Volume, Pan or Expression and then the Continuous data slider to record these parameters in real time to a sequencer. You could record the musical notes first and then overdub volume and pan positions for greater flexibility.

Also available are Start, Stop and Continue functions for remote control of a sequencer; to use these commands your sequencer must be able to accept System Real Time messages.

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PATCH IT UP!

With modern synths being difficult beasts to edit, Kevin Pawsey finds that the Patchking series of MIDI instrument editors can make life that little bit easier...

Go on, own up – how many of you still have the original factory settings in your digital synth or sound module? Shame on you! This problem did not exist with analogue synthesisers as it was possible to see all of the sound parameters at a glance and then adjust them with real knobs and faders. Digital equipment is not this easy. We have to put up with tiny displays and only being able to edit one parameter at a time from a vast number of menus. *Patchking* attempts to borrow ideas from the analogue school of thought by showing a large number of parameters on your monitor simultaneously. Does it make editing easier though? You bet!

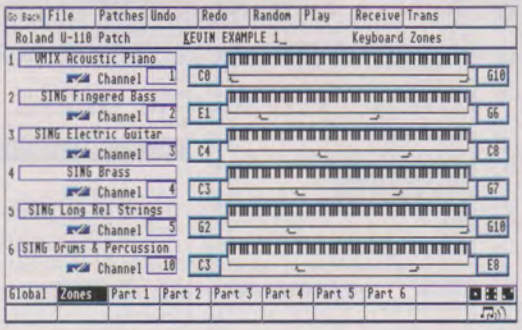
Patchking can be used as a standalone program or desk accessory so that you don't have to quit your sequencer in the middle of a really productive session. A system configuration can be saved and automatically loaded every time you use *Patchking*, including the sound types you can edit, the sounds being worked on, current global settings, current folder path settings, randomisation masks and the MIDI channels for testing of sounds.

SOUND EDITING

The main editing screens are made up of nine small graphical displays called tools, which interact with the sound in a variety of ways. Faders are designed to behave like those on a mixing desk and can be moved up and down with the mouse; knobs behave just as typical rotary controls – volume, panpots or EQ. These controls are very visual and so easy to use although finer control can be achieved with the numeric display tool.

Being able to see the envelope of a synth makes editing a doddle. The *Patchking* envelope tool is a series of small squares that represent how a sound changes over time. Just drag the points of the envelope to new positions using the mouse.

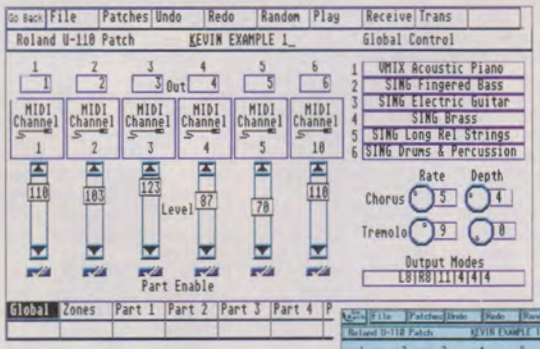
Patchking can be made to perform Random Sound Generation by the setting of the Randomise mask. This could be easier to set up as a value from 0 to 99 has to be entered for each parameter on the screen. Once set and saved, however, some interesting (although not always usable) new sounds can be created.



Using Keyboard zones enables you to set up split and layer patches – great if you use your MIDI instrument for live work.

SOUND MANAGEMENT

If your MIDI instrument uses memory cards or cartridges to store sounds, you'll know how expensive this medium can be. *Patchking* makes it possible to save banks of sounds on floppy or hard disk. You can rearrange sounds within a bank, add new sounds, edit them and then save for future use. *Patchking* stores individual sounds using categories like piano, brass and the like, to make it easier to find a sound when loading back in. You could, for example, use *Patchking* to make your MIDI module perform like a GM instrument with a little careful editing. Now you can play back all those MIDI files without spending time searching for the relevant sounds!



Notice the difference in detail between the global control screens of the mono and colour versions.

VERDICT

Patchking doesn't have the same immediate appeal as the latest sequencer or sample program. But unless you try a sound editor with a MIDI instrument, it is difficult to comprehend how a £50 piece of software can improve your £500 synth. Without one, you are probably just scratching the surface of what your synth is capable of. And *Patchking* is a good example...

✓ Good librarian and editing functions
✓ Can be used with your sequencer

PROS AND CONS

× Lengthy random sound generation process
× Lack of GEM drop-down menus

"Patchking helps ease the frustrations of editing your MIDI instruments!"

NAME: PATCHKING
COMPANY: SOFTWARE TECHNOLOGY LTD
CONTACT: 061-236 2515
PRICE: £49.95
MIN MEMORY: 0.5MB

EASE OF USE ★★★★☆
DOCUMENTATION ★★★★☆
EFFECTIVENESS ★★★★☆
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OVERALL 84%

INSIDE INFO

***Patchking* is currently available for the Roland JV-80, JV-880, U-110 and the Yamaha TX-81Z. All the editors use the same software engine and so operate in a similar way.**

All versions share the same manual although a few extra pages are included that describe functions particular to the MIDI instrument for which you have bought the package.

New titles are going to be released every month, so check with Software Technology to find out if your synth is going to be covered. As for me, I'm still waiting for someone to release an editor that helps with the Korg Wavestation SR...

CUBASE INTERACTIVE USER GUIDE

HEAVENLY MUSIC • 0255 434217 • £10.99

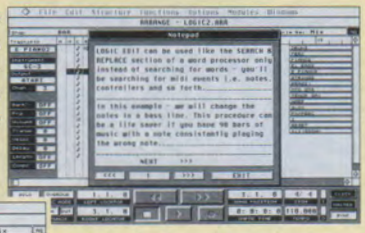
The learning curve for Steinberg's *Cubase* can be measured in months rather than days; you can spend many a late night reading the somewhat thick manual – or you could use the *Cubase Interactive User Guide* which offers a more enjoyable method of learning!

Supplied on a single disk, simply load up a file and it appears in the Arrange window. Along with the music information, text is loaded into *Cubase*'s notepad which can be viewed by pressing <Control><B>. Each of the examples is explained along with suggestions to how they can be applied to your own compositions.

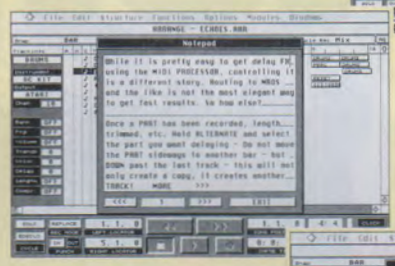
A big criticism of the original *Cubase* manual is its lack of examples. The *Cubase Interactive User Guide* seems to be in direct response to this and comes into its own when dealing with advanced functions such as Logical Edit. Many people skip this section in the original manual as soon as they see it described as being "based on mathematical criteria" and never experiment with it as a result. This guide words the function in such as way that musicians will not break out in a cold sweat. Other topics such as quantising, copying, merging and locators are covered along with useful hints, such as copying parts and changing their start times to create sophisticated echo effects.

Updates to incorporate the Interactive Phase Synthesiser and MIDI Processor are intended, and Heavenly Music would love to hear suggestions for future updates. Heavenly Music also offer an extended *Cubase* user help-line service (Tuesday and Thursday, 5pm-6pm) that costs £10 and lasts for a period of three months from the date of purchase of the disk.

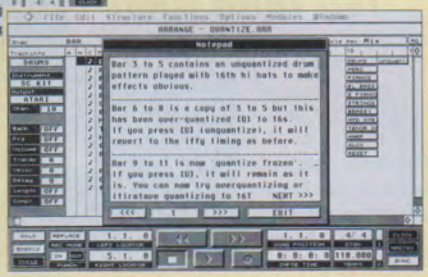
ST REVIEW COMMENT: "Whether you are a new or experienced *Cubase* user, this disk is recommended. New users will master the program much quicker than by relying on the manual alone and there are hints and tips that will give the experienced user new tricks to try out. As good as *Cubase* is, it's great to see third parties responding in this way."



A logical explanation of Logical Edit!



Short of an effects unit? Here's another way of creating a delay!



Quantising can make or break a piece of music...

TWO TO VIEW

Kevin Pawsey casts his beadies over a pair of new products...

CHORD RECKONER

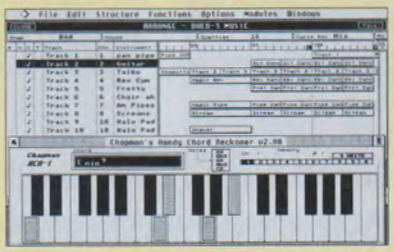
HMM....SOFTWARE • 081-892 1970 • £14.95

Identifying chords is often awkward – *Chord Reckoner* is a program that removes some of the guesswork. It can be run as a stand-alone program or desk accessory, occupying a mere 50Kb of memory, and will currently recognise around 3000 different chord voicings.

The names of some inversions do not appear to match up with what was played on occasions, as chords can be interpreted in many different ways depending on which notes are added or left out. To achieve the best results, a chord needs to be played in its root position, while for jazz voicings you need to include the 3rd, 7th and the final note such as the 13th.

Notes can be entered using a MIDI keyboard or mouse and up to five notes can be used for each chord. Even when using a MIDI keyboard a note is sounded through the monitor each time a key is pressed – turning down the volume should save your sanity! Up to 10 chords can be stored for future reference and played back in sequence, although these are lost when the computer is turned off.

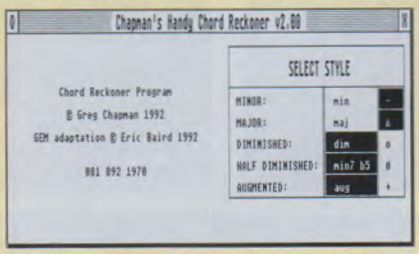
Chord Reckoner allows you to decide on the style in which chords are displayed; the traditional major and minor or the American jazz format. Sequencers tend to use one or the other and this will guide you on which to select. As *Chord Reckoner* is a desk accessory, it is possible to run it alongside your favourite sequencer. If you use an auto-accompaniment program such as *Band in a Box*, which only allows you to input notes by typing in the name of the chord, you will find this program invaluable sitting alongside it, as these names are displayed. Life becomes much easier if your harmony skills need a little polishing!



Running in tandem with Cubase – handy when working out harmonies.

Chord Reckoner has no problems with complex Jazz voicings.

ST REVIEW COMMENT: "At £14.95, Chord Reckoner represents fair value for money. It might not look particularly pretty but it gets the job done and will definitely appeal to *Band in a Box* owners."



You can select the style in which you want the chords displayed.

FIRST IMPRESSIONS

ISHAR 3

Grab your spellbooks and dragon slaying equipment as Tina Hackett takes a trip to the world of wizards and sorcery in this third Ishar offering from Silmarils...

A wide range of new enemies are supplied with Ishar 3.

The clear icon panel will make the game very user-friendly.

Silmarils' renowned RPGs, *Ishar 1* and *Ishar 2*, have gained a large following not least because of superb, detailed graphics, intriguing plots and interesting characters.

Fans of *Ishar* and RPGs in general will know only too well of the forthcoming *Ishar 3* release that promises to hit the shelves at the end of April. But while many of you await with baited breath, I can at least put you out of some of your misery and give you this sneak preview.

The story this time centres on the character Shandar – those of you who played its predecessor will remember him as the evil wizard who needed to be defeated. Unfortunately, Shandar threatens to return by reincarnating himself as a deadly winged dragon, Wohratax (*where do they find these names? Ed*), the last survivor of the great black dragon race.

Before his demise he devised a spell to enable his spirit to survive even after the death of his own body. His plan can be foiled, however, as it relies on his reincarnation taking place during the planetary conjunction of the two moons, the sun and the planet Ishar – it is imperative that you destroy the dragon before this happens.

Ishar 3's plot is designed around a series of time gates where you must travel back in time in order to defeat the mighty Wohratax. Key points can be found throughout the history of Ishar – being in the right place at the right time is an essential part of the plot.

Graphically, *Ishar 3* has a lot to live up to when compared with its stunning counterparts, though from the PC screenshots it doesn't look as though it is going to disappoint. The sheer detail that has gone into creating some of the backdrops is breathtaking, and it promises to be a highly spectacular game visually.

Extra features have been added such as animated film sequences and action events. Teams can be selected from over 100 different characters, each with their own personalities, attributes, skills and weaknesses. You can create your own character at the start of the game, even down to your appearance, name, race and class. The game will also have an unlimited saving facility and teams from previous versions of *Ishar* can be reloaded.

Other features include real time fights, detailed maps and many new locations both, indoor and outdoor, such as taverns, temples and caverns. Numerous sound effects and tunes will play a large part in *Ishar 3* and add to what already appears to be a highly atmospheric game.

New features should give enough variety to make it different from the previous releases – *Ishar 3* looks as though it will continue to delight both *Ishar* fans and those of you who are new to the series.

Scanned photographs have been used to help create the graphics.

Atmosphere is a key factor to the success of the series.

Many new locations have been created for you to explore.

Highly detailed backdrops give a great sense of realism.

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New Chicago has been overrun and a bounty is on offer to anyone who can clear the unwanted visitors. Your ship, the SS Star Breaker, changes course for New Chicago...

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POLICE QUEST

KIXX XL • £16.99 • 021-625 3388

IN BRIEF: The deal between US Gold and Sierra means that games like *Leisure Suit Larry*, reviewed last month, are becoming available on the Kixx XL label.

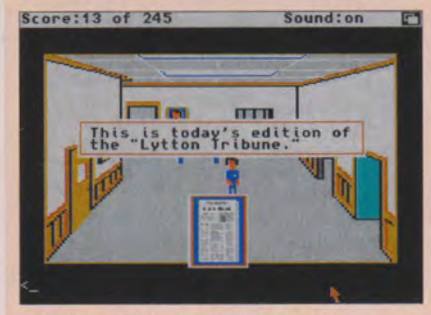
Police Quest – In pursuit of Death Angel is the latest release and gives you the chance to work as a real police officer. Death Angel is responsible for a major crime wave in the community of Lytton, making the streets unsafe due to an increase in drug trafficking, robbery and murder.

You have to find and help apprehend him, but must carry out your routine police work as well. By being a good cop, you have a chance to go undercover and infiltrate Death Angel's gang. You can travel on foot or in your standard issue police car, a three-speed machine, and must keep your eyes open at all times, even when completing routine jobs – you never know when you might find a clue.

The manual includes details of what is expected of a police officer in Lytton. It covers aspects of dress, behaviour and even the correct procedure for arresting a suspect. Heed these well – or another major criminal will get away on a technicality...

ST REVIEW COMMENT: This is a good, competent adventure game, although it is let down a little by graphics and sound that were written in 1987.

Sierra left the ST scene quite a while ago; perhaps if a game like this proves to be a success, it may be encouraged to make other titles available to us.



You can get clues by reading the paper's headlines.

Knowing how to use a computer is an important part of police work.

Arriving at the cops' second home, Carol's Caffeine Castle!

WIZKID

HIT SQUAD • £12.99 • 061-832 3366

IN BRIEF: *Wizball* was released in the dim and distant past (1987 to be precise), a totally original, very addictive game that, once finished, left you wondering when a sequel was going to appear. After six years, that sequel has finally emerged in *Wizkid*, a challenging and unique platform-puzzle game.

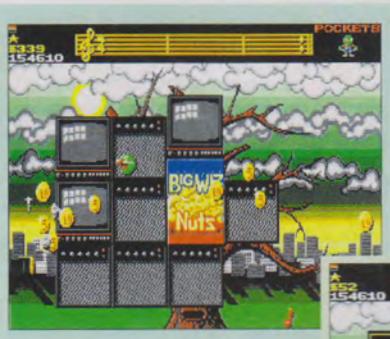
Wizball and Wizard married (*hooray... Ed*) after banishing the evil Zark from the Land of Colour and then had a child – Wizkid. Life could not be peaceful for too long, so Zark came back (*boo... Ed*) and kidnapped Wizard, Wizball and their cat, Nifta.

As *Wizkid* you must collect and save all three of Nifta's kittens. Ten levels take you through the Islands of Wiz, Turtle Jail and into Zark's Castle. Get rid of all of the nasties by bouncing bricks on them. Once you clear all of the screens on a level, a kitten appears – collect him and then progress to the next level. There are bonuses and coloured notes that, when complete, play a tune and the notes become coins that can be collected. You then visit the local shop and buy various items to help you with your quest, like a head, body, carrot on a stick or a newspaper.

ST REVIEW COMMENT: This is a totally original platform game with a puzzle element that will entertain for a long time. The puzzles are not too difficult to start with – but devilish later!

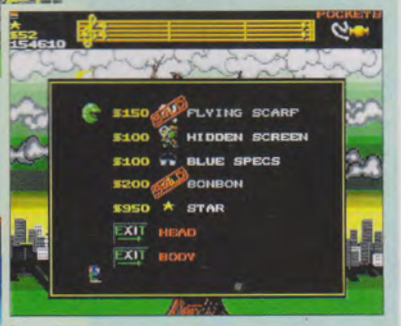
If you get stuck and can't complete a screen, simply remove all the bricks, go to another one and come back later. This is great – how many games have you given up on because one level has defeated you?

Definitely a five-star offering and an absolute must at this budget price.



ATARI ST REVIEW BUDGET BUY

Coins appear once all of the nasties have been destroyed. Collect them...

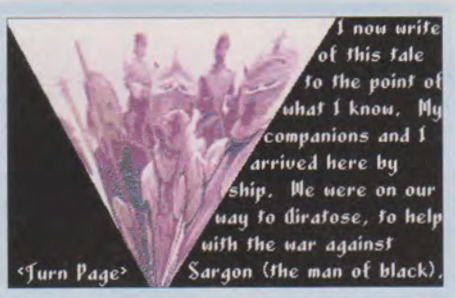


... and buy some useful items to help you later on, like a carrot on a stick or a newspaper!

Eliminate the baddies by hitting them with whatever is at hand. On this screen, it's giant Yin-Yan symbols.

PD SCENE

Fed up sitting around 'til pay day for that new game? No problem – let Nial Grimes point you in the PD direction!



There's certainly no lack of atmosphere in Towers – a little more colour and it would be just about perfect.

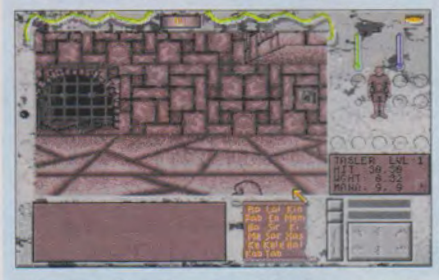
TOWERS

GOODMAN INTERNATIONAL • DISK NO: GD.2178 • £3.90 • MEMORY: 1MB • SHAREWARE • FALCON-COMPATIBLE

IN BRIEF: Talk about bad luck. Having been shipwrecked on a spooky island, you seek refuge in a large tower. But no sooner do you enter the door than the ceiling collapses and you find yourself trapped – entombed in a 3D graphical tower with no apparent means of escape... gulp!

As you've probably guessed by now, *Towers* is a role playing game. The idea is to wander around the tower until you find a way out – simple. Ah, but standing in your path are an army of unconvincing nasties and plenty of doors that need to be opened, no less!

It's all standard stuff. The graphics fall slightly short of professional standards, but the game is quite well polished and digitised sound effects are used extensively. There's also a very atmospheric (and quite long-winded) introduction that guides you gently into the plot.



The familiar Dungeon Master control system is used and objects can be picked up by simply clicking on them in the game window.

ST REVIEW COMMENT: "*Towers* is a classical role playing game, and a very good one at that. It's not as original or pretty as *Bio-Hazard*, but the gameplay is strong enough to keep ye olde RPG fans happy for many months."

ENDURANCE

GOODMAN INTERNATIONAL • DISK NO: GD.2163 • £1.95 • MEMORY: 1MB • SHAREWARE • FALCON -COMPATIBLE

IN BRIEF: The year is 2005 and a new hyperspace route is being forged through the galaxy. Planets are being destroyed left, right and centre, and you – a tough grizzled astro type – are the only hope for survival. Will you take up the *Endurance* challenge?

The well designed graphics and strong plot make Endurance one of the best 3D Construction Kit games available.

The game is played in four stages. Your mission starts in a cabin aboard "Station-36" and the first objective is to destroy the Harpey detonator. With that safely out of the way, it's a quick dash down to the planet surface to clear away the weapons before jetting off into the sunset aboard a comfy shuttle. A tight time limit rules over the proceedings and you need to be very light on your toes – at least, as fast as you can be at two frames per second – to get anywhere at all.

Unlike most *3D Construction Kit* games, *Endurance* is quite complicated to play. In addition to the movement icons, there are different buttons for picking up, using and activating objects found in the virtual world.

ST REVIEW COMMENT: "The main problem with *Endurance* is a lack of proper instructions. There's a great game lurking in there somewhere, but until the author explains how to play the thing, it might be more likely to irritate than entertain."

Any goodies discovered on your journey can be stored in the rucksack – don't linger too long though, otherwise your commanding officer will have a word or two to say!

RUMBO

FLOPPYSHOP • DISK NO: GAM.4162C • £2.50 • MEMORY: 0.5MB • PUBLIC DOMAIN

IN BRIEF: *Rumbo* is yet another *STOS* attempt at a cute platform game. Our hero, a lovable little creature (an otter, perhaps?), is faced with a challenge of retrieving his girlfriend from an underground complex crawling with console-style baddies. How unbelievably inventive these PD guys can be at times...

To be truthful the gameplay doesn't do all that much to take your mind off the lack of originality either. The graphics are quite well defined – especially in the intro – but the controls leave a lot to be desired. Jumps are extremely hard to judge and even more annoying is the way that *Rumbo* simply self-destructs for no apparent reason at some points during the game. Digitised sound effects try hard to lift the affair clear of the depths of mediocrity... and fail.

Large sprites, scrumptious gameplay, a lively soundtrack – yep, any one of these would improve Rumbo no end.

ST REVIEW COMMENT: "*Rumbo* is not the worst platform game ever released, but it does leave quite a bit to be desired in the playability department. If they could just cure the spontaneous combustion bug it would be something!"

PSYCHO PIG 2

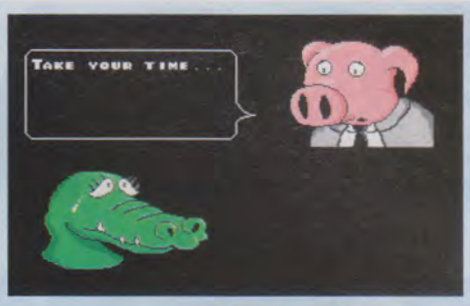
ATARI ST REVIEW BUDGET BUY

LAPD • DISK NO: G.281 • £3.00
ALL IN • MEMORY: 1MB • SHAREWARE

IN BRIEF: Now I've heard of some pretty strange heroes in my time, but a pig in sunglasses has to beat them all! Nevertheless, it's with this rather surreal character that you are sent on a mission to rescue baby crocodiles from the clutches of the evil purse-makers – sense of humour or what!

The first thing that strikes you about *Psycho Pig* is the sheer quality of the graphics. A beautiful cartoony intro sets the scene and the in-game graphics, although small, are beautifully designed. The game itself amounts to a thoughtful shoot-'em-up with just a twist of adventure. It's nothing too taxing and is very similar in style to the *Dizzy* series. The only annoying aspect of gameplay is the way you are sent back to the beginning of a level when you die...

ST REVIEW COMMENT: "*Psycho Pig* is one the best games to appear in the public domain for some time. It's not hugely demanding and makes a nice break from the plethora of brain-teasers that are doing the rounds at the moment."
⊙⊙⊙⊙⊙



Wonderful cartoon-style graphics are the main attraction of Psycho Pig and the gameplay is very good as well.

A pig in sunglasses saving crocodiles from certain death? What was this guy on when he wrote Psycho Pig 2?

Rockfall requires slightly more thought than most Boulderdash clones – level one alone takes quite a while to master!

ROCKFALL

LAPD • DISK NO: G.286 • £1.50 • MEMORY: 0.5MB • PUBLIC DOMAIN

IN BRIEF: Modern fangled games are all well and good, but when it comes to playability, some of the old classics just can't be beaten. *Missile Command*, *Defender* and *PacMan* all have their appeal, but for thoughtful gameplay you just can't beat a good game of *Boulderdash*.

Rockfall attempts to duplicate this golden-oldie on your ST. The idea (as if you didn't know already) is to rush around a maze collecting diamonds while avoiding getting crushed to death by the boulders. As hectic as it all may sound, there's a good deal of strategy involved as well – it's all too easy to push a rock out of the way, only to find that you've blocked off the escape route by mistake!

Eighties' arcade is probably the best way to describe the graphics – they are functional and nothing more. On the playability side it's every bit as good as the original, and some of the puzzles are even more brain-taxing.

ST REVIEW COMMENT: "Everybody deserves at least one *Boulderdash* clone in their collection and *Rockfall* is not a bad attempt. It's not quite up to Douglas Rockmoor standards, but requires a good deal more thought than most *Boulderdash* clones and will suit seasoned players down to the ground."
⊙⊙⊙⊙

Boulderdash is one of the most addictive game concepts ever devised and Rockfall emulates the atmosphere of the original perfectly.

BLUDGEON!

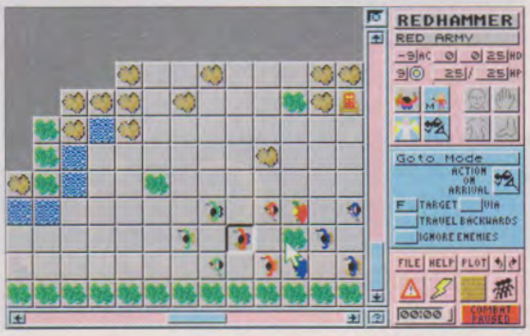
LAPD • DISK NO: G.343 • £1.50 • MEMORY: 0.5MB • SHAREWARE • FALCON-COMPATIBLE

IN BRIEF: *Bludgeon* is a demo of a fantasy-game creation package. Although it's not possible to put together your own adventures with this version, an example game is included to whet your appetite for the commercial product. Your task? To rescue a beautiful princess from the wicked wizard's castle (what, again?).

Unlike most RPGs, the game is played from an overhead perspective and characters can be controlled by clicking on a series of action icons. Everything happens at quite a sedate pace and it certainly lacks the instant appeal of games like *Gauntlet*. Mind you, things do improve once you've got the control system nailed down. It's a competent role playing system, but it lacks innovation and leaves you wondering what all the fuss was about.

ST REVIEW COMMENT: "*Bludgeon* is a little like *Rogue* or *Nethack* in style, but is a lot more fiddly to play and ultimately less enjoyable. It will no doubt appeal to die-hard RPG fans, but it's hard to see where the rest of us fit in."
⊙⊙

Goblins, orcs, wizards and heroes – Bludgeon is every RPG fan's dream come true (but a bit of a nightmare for the rest of us).



A Nethack-style play area is used, but the screen updates are painfully slow on anything less than a Falcon.

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SEE THE PREVIOUS PAGE FOR OUR SENSATIONAL MEMORY UPGRADE OFFERS!

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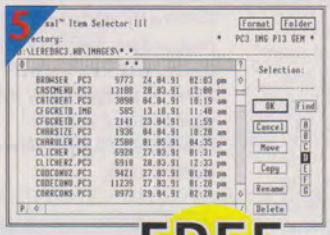

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BUGBASHER SPECTRE UTILITIES

FLOPPYSHOP • DISK NO: UTL.425 • £2.50 • MEMORY: 1MB • SHAREWARE • FALCON-COMPATIBLE

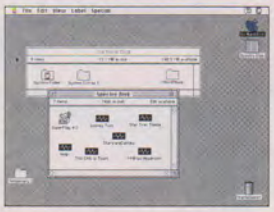
IN BRIEF: The difference in disk formats between the Macintosh and ST is a constant source of frustration for users of emulators such as Spectre. Even if you're using the GCR version, you probably have a huge collection of Spectre format disks laying around and the prospect of converting them all can be daunting to say the least.

Mac-Exchange is the answer. It's an ST program that takes a Spectre disk and converts it to a format readable by any Mac with a SuperDrive (and that's just about all of them these days). The only limitation is that this hybrid format can only hold 720Kb whereas a "real" Mac disk houses around 800Kb. If a disk contains too much information, you are politely warned and have the option to cancel the operation or lose the extra 80Kb on the copy.

To back up *Mac-Exchange* in its job the author has provided a program to convert Aladin (and yes, it is spelt like that) disks to Spectre and a script that allows *UltraScript* to print PostScript files from the Mac.

ST REVIEW COMMENT: "*Aladin-Convert* will be of limited interest, but I can't imagine any Spectre owner wanting to be without *Mac-Exchange* once they've tried it. It's an ingenious idea and has worked faultlessly with every Spectre disk I've tried."
✪✪✪✪

The translation process is totally painless – just pop a Spectre disk in the drive, hit <F3> and after a single disk swap you'll have a Mac-readable floppy sitting before you.



And just to prove the point, here's a successfully translated Spectre disk, mounted happily on the Mac's desktop...

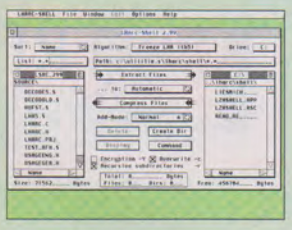
LZH-SHELL

GOODMAN INTERNATIONAL • DISK NO: GD.2173 • £1.95 • MEMORY: 0.5MB • SHAREWARE

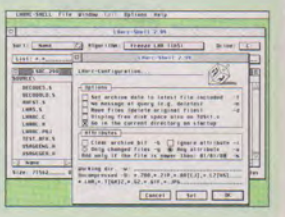
IN BRIEF: It's hard to believe how far archiving utilities have come in the past few years. From a time when archaic command lines were the order of the day, we've arrived at a stage where anything less than a mouse-driven interface is considered unusable.

LZH-Shell is a new bid for "easiest to use" ST archiver. It's a German production – thankfully fully translated – and as such contains all of the mod-cons that we've come to expect from our European "cousins". There are pop-up menus, Mac-like check-boxes, groovy scroll arrows and to be honest the whole thing is only one flashing red light away from being the command console of the Starship Enterprise! In common with *ST-Zip* this new shell houses the archiving code internally and there's absolutely no need to fiddle around with external utilities. Brutal!

ST REVIEW COMMENT: "*LZH-Shell* is a truly great piece of software, but you can't help feeling that it's just a bit too clever for its own good at times. If you're after all the latest GEM enhancements it's unbeatable, but *ST-Zip* probably still has the edge for ease-of-use."
✪✪✪✪



LZH-Shell is similar to ST-Zip in style, but the interface is just a little bit more complicated to use.



Although GEM-based, the shell still allows access to those all-important command line switches.

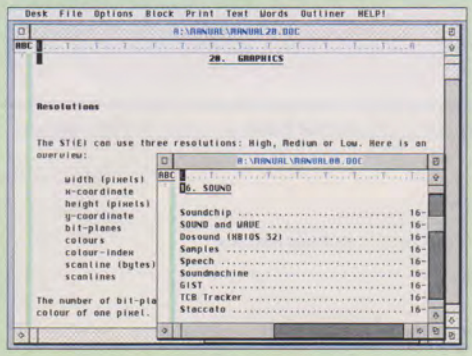
YOUR SECOND GFA MANUAL – 3RD EDITION

GOODMAN INTERNATIONAL • DISK NO: GD.2169 • £5.85 ALL IN • MEMORY: 0.5MB • FREEWARE • FALCON-COMPATIBLE (MOST)

IN BRIEF: *GFA BASIC* is one of the most powerful implementations of the language available on any machine, but the supplied manual leaves a whole lot to be desired. Han Kempen came to the rescue with *Your Second GFA Manual* but even that had a few gaps, hence the release of edition three which has been rewritten and now comes spread over no fewer than three disks (gulp!)...

So what's new? Well for a start, there's a lot more background information. Whereas the last release would provide an answer to a problem, version three gives the solution and then goes on to explain the reasoning behind it. For example, full details of the ST's screen structure are given along with how to use the graphics commands. As usual, all of the principles are backed up with plenty of well-commented source-code examples.

ST REVIEW COMMENT: "Any *GFA BASIC* programmer cannot afford to be without a copy of the *Second Manual* – it's as simple as that. It's very well written and contains hints and tips that just can't be found anywhere else."
✪✪✪✪



Your Second Manual is packed to the brim with useful information and is a tome that no GFA programmer should be without.

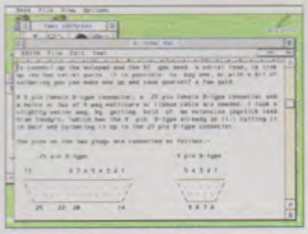
Each chapter is backed up with real-world source code examples, and there's even a section that demonstrates GFA bugs!

NC-100 SOLUTIONS

THE SHAREWARE COMPANY • DISK NO: BY NAME • £2.00 • MEMORY: 1MB • PUBLIC DOMAIN • FALCON-COMPATIBLE

IN BRIEF: Amstrad's NC-100 is becoming an increasingly popular option for word processing on the move. Its file format is directly compatible with *Protext* on the ST and the only problem you face is transferring files between machines, which is where *NC-100 Solutions* comes in handy.

The basis for the disk is a text file detailing how to set up a link between the two machines. A wiring diagram is included for the cable, there's a terminal program to carry out the transfer itself and also a demo version of *Protext* to load up your work. In short, everything you need to get up and running. The link described is serial and therefore not as fast as Arnor's own *Lapcat*, but on small documents it's perfectly acceptable.



The Notepad text file gives you all the information you need to connect an ST and NC-100, including the cable connections.

ST REVIEW COMMENT: "If you're serious about transferring files between machines, you'll probably splash out on *Lapcat*, but for home use *NC-100 Solutions* is ideal. The supplied terminal program is a desk accessory and so can be used within *Protext*."

✪✪✪✪

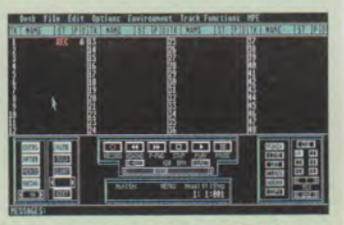
A demo of Protext is included, but you'll need the full version to deal with documents larger than 2Kb.

OMEGA II UTILITIES

THE SHAREWARE COMPANY • DISK NO: SMUS.18 • £3.50 • MEMORY: 1MB • FREEWARE • FALCON-COMPATIBLE

IN BRIEF: It's a fact that the majority of music professionals choose to use an ST for sequencing. This leads to some extremely interesting MIDI files appearing in the public domain of which these *Omega II Utilities* are a prime example.

The whole collection is based around microtonality, or exploring the space in between the notes on conventional keyboards or other instruments. In addition to the examples, there are files that use the technique to produce convincing Indian rhythms.

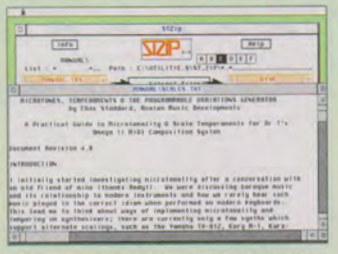


All examples are in KCS Omega format, so dust off your copy and prepare to be impressed!

A huge amount of documentation is provided and this goes into the principles behind microtonality as well as how to use the supplied files. At the very least you will need a Roland Sound Canvas to use the disks, and a copy of *KCS Omega* will come in very handy too. All of the files are compressed, so a hard disk is rather useful, although not essential.

ST REVIEW COMMENT: "While microtonality means very little to most musicians, if you're interested in the mechanics of sound, these disks are worth a look. If nothing else, the documents provide an interesting insight into the development of music."

✪✪✪✪



The concepts of microtonality are fully explained in the accompanying documents.

TOP TEN UTILITIES

1 YOUR SECOND GFA MANUAL – 3RD EDITION • GOODMAN INTERNATIONAL • DISK NO: GD.2169 • £5.85 ALL IN • MEMORY: 0.5MB • FREEWARE • FALCON-COMPATIBLE (MOST)

Your Second GFA Manual is the reference for GFA programmers. It contains a wealth of useful information and holds within its pages years of experience with *GFA BASIC*. Not only that, but two support disks full of source code are included to illustrate the techniques described.

2 ST-ZIP 2.4 • GOODMAN INTERNATIONAL • DISK NO: GD.2173 • £1.95 • MEMORY: 0.5MB • SHAREWARE • FALCON-COMPATIBLE

The latest upgrade to the ever-popular *ST-Zip*. It features the same GEM interface and fixes a number of bugs in earlier versions. In use there's little difference, but it's well worth the upgrade to ensure that your archives are as safe and squeaky clean as possible.

3 LZH-SHELL • GOODMAN INTERNATIONAL • DISK NO: GD.2173 • £1.95 • MEMORY: 0.5MB • SHAREWARE • FALCON-COMPATIBLE

If you want to take the modern approach to archiving, *LZH-Shell* is the program to go for. It features every single GEM enhancement in the book and is dripping with powerful features. The "time remaining" display is particularly nice during the extraction process – take note *ST-Zip*!

4 BUGBASHER SPECTRE UTILITIES • FLOPPYSHOP • DISK NO: UTL.425 • £2.50 • MEMORY: 1MB • SHAREWARE • FALCON-COMPATIBLE

If you own a Spectre cartridge this is one disk you cannot afford to live without. Within its hallowed sectors you will find a start-up script to allow Mac PostScript files to be printed with *UltraScript* and a utility that converts Spectre disks to a format readable on the Mac – invaluable!

5 AUTODATE • FLOPPYSHOP • DISK NO: UTL.425 • £2.50 • MEMORY: 0.5MB • POSTCARDWARE

Autodate is a clever little alternative to the expense of a battery backed clock. Every time your machine is switched on the program takes a date stored in the boot-sector, adds a day, sets the ST's clock accordingly and then the new date is written to the same location. ideal if you use your ST once every day.

6 NC-100 SOLUTIONS • THE SHAREWARE COMPANY • DISK NO: BY NAME • £2.00 • MEMORY: 1MB • PUBLIC DOMAIN • FALCON -COMPATIBLE

Having trouble persuading your ST to talk to an Amstrad notepad? In that case you need *NC-100 Solutions*. This disk contains all of the details needed to connect the two machines, a comms program and a demo version of *Protext* to get you kicked off.

7 SCRUB ST • FLOPPYSHOP • DISK NO: UTL.3723 • £2.50 • MEMORY: 0.5MB • SHAREWARE

Programs like *Knife ST* are a godsend when it comes to recovering files that have been deleted accidentally, but have you ever considered that the same process could be used to recover files you don't want to be seen? Well, with a copy of *Scrub-ST* they won't be – this essential utility removes all traces of a file from any disk.

8 EYECON • FLOPPYSHOP • DISK NO: UTL.425 • £2.50 • MEMORY: 0.5MB • PUBLIC DOMAIN

If you are fan of pointless utilities, *Eyecon* will drive you wild. It places a set of cartoon eyes in a small window which faithfully follow the mouse pointer as you move it. As a desk accessory it works alongside most GEM applications.

9 OMEGA II UTILITIES • THE SHAREWARE COMPANY • DISK NO: SMUS.18 • £3.50 • MEMORY: 1MB • FALCON-COMPATIBLE

A complete exploration of microtonality through the eyes of *KCS Omega*. There plenty of files for you to load up and play with along with mountains of well-written documentation explaining the principles used to create them.

10 MELT • MERLIN PD • DISK NO: MPD.11 • £1.25 • MEMORY: 0.5MB • PUBLIC DOMAIN

Does your ST ever frustrate you to the point where you just want to demolish the desktop? No problem – install a copy of *Melt* and you can do just that. Simply click on its title and watch the screen disintegrate before your very eyes! A second click will return everything to normal.

TUMBLEVANE PDL

6 West Road, Dept STR, Emsworth, Hampshire, PO10 7JT
Telephone: Emsworth (0243) 370600

DISK PRICES: £1.75 each. unless otherwise stated

UTILITIES

UTA01: THE HITCHIKERS UTILITIES, which includes a document displayer, BOOTDRIVE, select which drive to boot from. BOOTWAIT, boot up both the ST and hard drive at the same time. BSSS, store boot sectors. CUSTOM, allows you to create disks of almost any format. DISKAT, database your collection and many more. With full manual.
UTA02: STICKER 3, create labels for your disks with a selection of icons that printout onto the label.
UTA03: FASTBASE DEMO, ICON, change your desktop icons. HEADSTART, auto boot any type of program from an auto folder. ON SCHEDULE, work schedule program with bells a very good printout routine.
UTA05: SUPERCARD V1.3, an index card database, easy to use and very fast search feature. Comes with a database of game cheats. CHEF, an electronic cookbook with 300 recipes each with cooking instructions and ingredients.
UTA19: TLC BOOK, an excellent on line address book and date reminder which holds up to 500 names and addresses. Has a good printout routine. DATABASE, a good database construction kit. SUPERBOOT, allow you to create custom bootup disk. TARADESK, a good PD desktop replacement program. COCKTAIL SELECTOR, a database of cocktails (600+).
UTA06: FASTCOPY 3, A-COPY, PRO-COPY and several other copying programs and utilities. ZAPMENU, a great way of launching programs from the desktop. ARCSYS, one of the better arc progs. PACK ICE, the other arc program.
UTA28: AWARD MAKER, a useful program for producing award certificates. Design your own or use one of the 120 already on the disk.
UTA34: DB MASTER 1, this has got to be the best answer to your database problems, design and configure your own! Very easy to use.
UTA36: DATA EDITOR, enter your data and the program turns it into easy to read graphs. PIE, BUBBLE, OPPOSED BARS, FLOATING BAR, 3D BAR, STAR BAR graphs can be produced, stored and updated at any time. Many students have used this program for their course work.
UTA37: WG DATA, another database, but for younger users to learn how to construct and use a database. For the 11+. DATABASE CONSTRUCTION SET, a powerful program that allows the user to design your own way of processing information. SANDP, a newsletter/magazine program.
UTA39: IDEALIST V3.1, a versatile program for printing out text and offering lots of helpful functions to use your print in clever ways. 4 selectable sizes, up to 9 columns, separate output of fonts and pages, editable headlines and includes fonts for dot matix and laserjets.
UTA40: CALAMUS SUPPORT DISK. METACON, converts Calamus fonts to Text metafonts. FASTPRT, accessory to speed up printing to the HP laser. GUNTH, sample graphics in outline format. LASLABEL, template for printing 3.5 inch disk labels. CANON printer driver for the BJ10E.
CAL_FNT text file describing Calamus font format. HPDJPTCH, a patch for the HP deskjet printer and a few other small programs.
UTA43: A disk full of accessories and utilities, ideal disk for those who do not wish to buy a disk for each type of utility.
UTA45: MAILMERGE, a good program for those with a WP package without this utility.
UTA46: INVENTORY PRO, an easy to use inventory system and stock control for the small business.
UTA48: SAGROTAN V1.14, THE VIRUS KILLER in the PD world.
UTA51: 70,000 word dictionary, replace your standard spelling checker with this and you will be onto a winner.
UTA52: FOOD AND WINE MENU MAKER, an excellent database that stores and prints out a menu for both wine and food.
UTA53: GERMAN TRANSLATE, one of the better translation programs that makes sense of those German documents on some PD disks. Does it all for you.
UTA55: HP CHROME, prints colour pictures in Degas and Neo format utilising deskjet printers. HYPERBASE, a multi media database, you can create windows holding text, graphics or sound and link them together. CLIPART, for use with Hyperbase. UNIPRINT, a Hi res Degas Elite printing program for 24 pin printers.
UTA56: HP DESKJET UTILITY DISK 1, printer drivers for use with 1st Word. ENVELOPE PRINTER, JETLABEL, JETSET, set parameters on your deskjet. LASERJET, print at 300 dpi and loads of other useful utilities.
UTA57: ASTUBANK, a personal accounts program that will tell you how much you can spend in any one month.
UTA58: HARD DISK UTILITIES, everything you need to look after and maintain your hard drive.
UTA60: MANUAL MAKE, a utility for putting together neat and tidy printed manuals.

TOWERS

- New Dungeon Master Game from JV Enterprises.
- 1 or 2 player game. The full version but you'll need the manual to finish it.
- Win a Jaguar game console when you register.

2 disk set £2.95

GAMES

GM13: FMC trading, space trading game. Laserball & Regatta, sail against 10 other countries.
GM21: Llamatron & Revenge of the Mutant Camels, as above but from the Master of such games, Jeff Minter.
GM26: Airways, Flight Sim (not a blaster).
GM27: Blaster, defender type game. Wheel of Fortune, as per the TV show. Monopoly & Pentominoes.
GM38: Pipe Perfect, build your pipeline before the flow starts.
GM40: Tennis, Plumb Crazy, build a pipeline again. Virus Killer, a so-so virus killer.
GM42: Penguins, a Lemmings type game with 40 levels. Great fun, good enough to be a commercial game.
GM43: Mystic Well, a very addictive Dungeon Master game from the USA with loads of levels and puzzles to sort out.
GM48: Crossword Editor, create and solve crosswords.
GM52: Battle for the Throne, a great RPG that takes some time to complete.
GM54: Bog, Fuzzball, Trivia, Time Bandit, Wall Street, Quizwiz & Yahtzee. Quizzes and blasters all on one disk.
GM69: Ozone, an award winning platform game that has everything in it, including a hang glider.
GM76: Master Break, good Breakout clone. Atom, Blaster & Spaceball.
GM75: Drachen, a 3D Mahjong game. Super Game, a good track and field game.
GM78: Violence, a very good Xenon type shoot-em-up game.
GM87: Pub Games, Pool, Darts, Cribbage, Pontoon and Checkers.
GM88: Hunt for Grey November, control your hunter-killer plane in its search for rogue sub's.
GM97: Fatemaster, a great arcade romp on an alien planet with an alien super spy. 1 Meg.
GM106: Mindlock, another great quiz game from D. Cobbledick. 1 Meg.
GM109: Colour clash, from the same people who gave us Fatemaster, this time you need to use the grey matter as well as the trigger.
GM113: Galaxians & Mrs. Munchie, two blasts from the past. A Pacman clone and Space Invaders given a revamp.
GM114: Course Angler, a good game and a fun way to learn how to fish, no sitting around for hours once you know.
GM120: Brain Damage, D. Cobbledick at his very best. Watch your brain cell count drop as you fail to answer the questions.
GM121: Walls of Illusion, a new Dungeon Master type game with commercial quality graphics and gameplay. THIS IS A MUST HAVE.
GM123: Bludgeon: Fantasy D&D combat game.
GM124: Startrek: The Klingon war battle simulation.
GM125: Geofran: Guide a lunar probe and battle with underground forces.
GM128: Software Projects: Software Company & Simulation – develop your company.

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CLEANING KITS
Each cleaning kit will clean out three cartridges ready for new colours to be injected. Each pack costs just £3.49

ART

AAG01: PALETTE MASTER art package. DEGASAVE, save the screen in Degas format. MANDEL, Mandelbrot prog. Plus a few other small progs.
AAG04: DALI V3.1, art package from France. Not much in the way of instructions.
AAG05: CRACKART V1.0, almost the last word in art packages comes with complete English manual. 1 Meg required.
AAG06: FRACTAL ZOOM, probably the fastest generator of fractals around. Full manual on the disk.
AAG07: A disk full of Fractal programs and utilities. A 3D CAD program. Full manual on disk.
AAG10: ST CAD, runs in Med or Hi res. DBANNER, printout 5 inch text along printer paper. REMINDER & MEMO & LOOKER.
AAG11: ANI ST, a great animation program that once sold for over £80.
AAG21: Picture Converter, a complete disk of picture converters. SHOWTRIX, display your art work with different fades between each one.
AAG22: PUBLIC PAINTER, an art package for mono monitor owners. On disk manual.
AAG26: PICTURE WORKS, load, save various picture formats and do amazing things with them.
AAG27: MINIDRAFT V1.10, easy to use CAD prog.
AAG28: MONOJC Viewer, copy clipart, add text and draw simple clipart, you can also print out and save in most formats.
AAG29: PAINTPOT, a simple and easy to use art package for half meg owners.
AAG35: CREATIVE TITLES, create titles for your Christmas videos, add the professional touch.
AAG38: CRACKART V1.36, the latest version of this excellent art package with several new features. 1 Meg.
AAG39: ATARI IMAGE MANAGER, whatever you need to do with images this is almost sure to do it. 2 disk set.
AAG43: GEMVIEW V2.30.

SPRITE WORKS

- A powerful new set of commands for GFA Basic versions 3 and above from Organise Chaos.
- Turn GFA Basic into a games language with Sprite design & two MAP designers.

£7.00

EDUCATION

EAC012: Easter Egg Hunt for children 5-12 years. Find all the Easter Eggs & take them through the magic door to win. Good fun.
EAC01: PERFECT MATCH, question and answer card game, MATHS TEST. For the under 10's. QUIZICAL, a good general knowledge trivia game.
EAC02: BODY SEARCH, designed to help children learn the human anatomy as required in elementary and junior school. THE SEARCH, a computer aided enquiry program. Search the village for info about the Gliggs family. MATHMAZE, a very good maths program that grows with the student. TRIVIA, another good general knowledge test, some of the questions are based on the USA.
EAC06: SHIPWRECK, an excellent maths program that combines graphics and easy and hard levels of play. The childs interest is held by turning the learning process into a game where correct answers help the character on the screen to escape his fate. HANGMAN, the old school room favourite that helps with spelling.
EAC07: ABOUT THE HOUSE, control a butterfly as it moves around the house. As it lands on various objects a description is given and some animation takes place. ME, displays four pictures of a task that must be placed in the right order, once this is done the scene is animated. Help the child undstand that most tasks need several steps to complete.
EAC09: CHUNNEL, a good French/English tutor. SPANISH VERB TUTOR, this program is designed to help you learn, revise or check the proper conjugation of Spanish verbs, can be initialized to communicate in French, English, Spanish or German.
EAC10: NOAHS ARK, a good game for teaching children spelling and word recognition. SPIDER SPELL, a very good spelling aid for younger children.
EAC11: MATHS MADE EASY, for the younger ST user, the program teaches maths in all four disciplines by talking to the user thus keeping interest levels high. GEOGRAPHY QUIZ, one for the slightly old user, the test is based on flags or capitals of the world.
EAC14: COLORAID, designed to give the younger ST user an insight into how a computer creates colour. AIKEN, design a man made from fruit, CREBUS writer allows the user to design and print rebuses, a rebus is a code in which pictures and symbols are used in place of words. Several other programs on this disk.
EAC18: THE WORLD, an excellent program that teaches you about and quizzes you on the countries of the world.
EAC19: PLANETARIUM, if you are into astronomy then this is for you. Pick a star from the map and click on it and all the info you want is there. It will also animate past or future events. Full manual on the disk. MONO.
EAC20: TELLTALE CHEMISTRY by E. Mills Bsc, PhD. An interactive program on the basics of chemistry, the program relates to GCSE grades A, B and C, good graphics & explanations of atomic structure, electron structure, formulae compounds, etc.
EAC21: CIA WORLD FACTBOOK, a four disk set of everything you want to know about over 240 countries. If you wnat to know how many people live in Albania, what the birth rate is, death rate, who they are upset with, where they sell their products or just about anything else then this is for you. A document display is also included on the disk. £5.00 for the set.
EAC29: WORKOUT V1.0, a general purpose learning aid for either question & answer tests or learning passages by heart. This program conforms partially to the C.I.L.T. guidelines on computers, language learning and may be of use in the classroom.

DTP & WP

WPD01: ST WRITER ELITE V4.1, an excellent WP package that works in all three resolutions.
WPD02: EASY TEXT + DEMO, a fully working demo of this DTP program but you can only print out the top quarter of any A4 page.
WPD03: TYPING TUTOR, teach yourself touch typing with this program, several levels of lessons have been built into the program.
WPD05: FIRST WORD, an excellent WP program that features WYSIWYG on the screen. 1ST WORD UTILITIES, help with 1st Word. DOUBLE TTP, print your text in columns. LARGEPRINT, lets you printout in large text.
WPD12: OPUS V2.2, a very good spreadsheet program with an excellent chart printout routine.
WPD14: CALAMUS MANUAL, your second manual for all those things that are not made clear in the official version. Written by a professional user of Calamus.
WPD15: PRINTER DRIVERS for 1st Word users covers just about every make of printer, comes with full installer & instructions. WORD COUNTER. WPTOOLS, a selection of WP utilities for 1st Word.
WPD18: PAGESTREAM FONTS, Postscript screen fonts for the following fonts:- Artistic, Creative, Hudson, Letter, Gothic, Oriental, Saturn, University and Roman.
WPD19: PRINTING PRESS V3.10, the closest thing to a full DTP program in PD. Also on the disk is a picture converter.
WPD22: PRINTING PRESS EXTRA'S, a disk for use with WPD19 containing extra fonts and clipart.
WPD23: DB WRITER V1.8, a very good WP program for Hi res users which can be used by both half meg and 1 meg machines. A manual on the disk gives a good guide to the program.
WPD24: DB WRITER SUPPORT DISK, includes a comprehensive thesaurus and a selection of dictionaries covering Medical, Legal, Computer and Biblical terms. You can also add your own with a utility on the disk.
WPD25: A utility for designing and downloading fonts to the STAR NL10 & LC10. Hi res only with loads of fonts ready to use. Can be used with an emulator.
WPD26: GUTENBERG PRESS, allow a 9 pin dot matrix printer to be used as a NLQ printer, load in ASCII files and print them out in high quality format and a selection of fonts.

MUSIC AND MIDI

MUM01: ACCOMPIANIST, a 16 voice sequencer for use with any model of ST, with room for over 10,000 notes, multi-recording with separate MIDI channels and a wide range of editing utilities.
MUM02: IN CONTROL, a user definable MIDI controller with over 20 sliders that can be programmed to control your midi instruments. SCONVERT, compress or expand sound samples.
MUM18: 1632 voices for use with the Yamaha DT/TX series of 6 operator synths with a file reader for loading the voices directly via the midi. A varied and useful range of voices on the disk.
MUM19: TRI-SOUND SEQUENCER, a chip/digi-chip 3 channel music sequencer.
MUM20: SAMPLE EDITING DISK, a disk full of useful programs for editing, sampling and converting. Also on the disk is a chip music tracker to create your own music.
MUM21: MIDIDRUM & MIDIPLAY, two useful programs for creating sounds with a drum machine and Midiplay is a basic sequencer. German documents with English version on disk. 1 meg and Mono.
MUM22: TX81Z V2.1, a mouse driven Yamaha TX81z editor. MIDIMOVER, a powerful midi file converter from Hybred Arts Freeware.
MUM24: ALCHIME Jr V2.22, this has got to be one of the best musical sequencers for the Atari anywhere. Comes with over 200 tracks for your use and has far too many features to list.
MUM57: FINAL SCORE, a graphic based fully WYSIWYG score writing program from Mainstream Music. Draw staves, line squares, 5 selectable score fonts, print preview mode, etc. Printer drivers now added for most makes of printer.
MUM58: ROLAND 'D' SERIES SOUND BANKS, a bank of tones for the D5, D10, D20, D110 and GR synths.

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PD ZONE

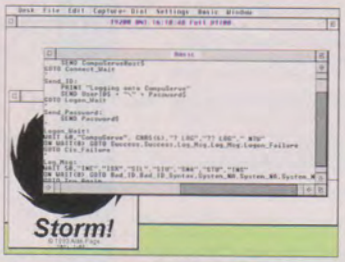
STORM 1.02

ATARI ST REVIEW BUDGET BUY

FLOPPYSHOP • DISK NO: COM.4363 • £2.50 • MEMORY: 0.5MB • SHAREWARE • FALCON-COMPATIBLE

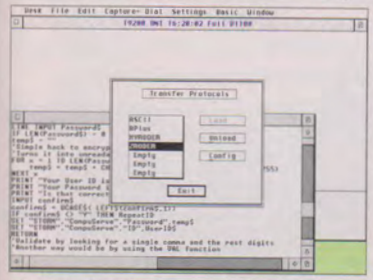
IN BRIEF: *Storm* is the shareware successor to *Flash*, a terminal program that was extremely popular in the early days of the ST. It's a full GEM application that works beautifully under *MultiTOS* and supports a full range of file transfer protocols from X to Z-Modem.

The program is composed of three windows. The first handles the terminal itself, the second is the capture buffer and the third allows scripting programs to be edited. The scripting language is very closely related to *BASIC* and quite easy to pick up if you have a little programming experience.



Storm's scripting language is very closely related to BASIC and remarkably easy to pick up, thanks to the numerous on-disk examples.

In use, *Storm* seems to be very reliable. It has a nasty habit of messing up some screen redraws on the Falcon, but it's not serious enough to warrant looking for another package. Unlike *Connect*, *Storm* remains usable *ad infinitum* until you decide to register.



Expansion is easy – just drop a transfer protocol into a folder.

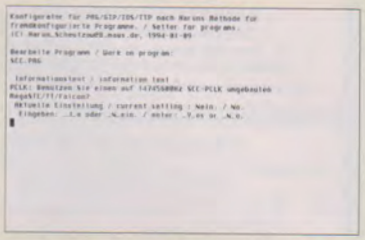
ST REVIEW COMMENT: "*Storm* is an extremely competent terminal program. With Z-Modem transfer capabilities, a hugely powerful scripting language and *MultiTOS* compatibility it's hard to think what else it could offer. The only minor quibble is lack of support for *GDOS* fonts."

★★★★★

HS-MODEM 2

THE SHAREWARE COMPANY • DISK NO: BY NAME • £1.75 • MEMORY: 1MB • SHAREWARE • FALCON-ENHANCED

IN BRIEF: With the price of high speed modems plummeting further towards the realms of affordability every day, the ST's sluggish serial port is becoming a major problem. In fact on text files, most 14,400 modems can send data at over twice the maximum 19,200 setting offered by the ST, and every extra second you spend on a BBS is pushing your phone bill ever higher!

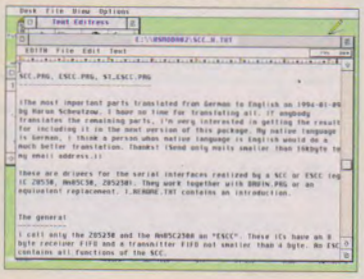


Unleash the full potential of your high speed modem with a little help from HSM 2 (and a German dictionary wouldn't be a bad idea either!).

HS-Modem is a utility that aims to solve the problem by optimising serial port handling. On the Falcon and TT, this leads to increased transfer speeds without any additional hardware whatsoever; the ST on the other hand requires a slight modification. The trouble is that all of the prompts are in German and it's not the easiest program to use in the first place. On the Falcon or TT it's well worth persevering for the benefits on offer, but on the ST it's a little bit too much like hard work.

ST REVIEW COMMENT: "*HS-Modem* is a truly miraculous utility, especially if you have a TT or Falcon. But the need for a hardware modification combined with the cryptic prompts make it quite a raw deal for ST owners."

★★★★



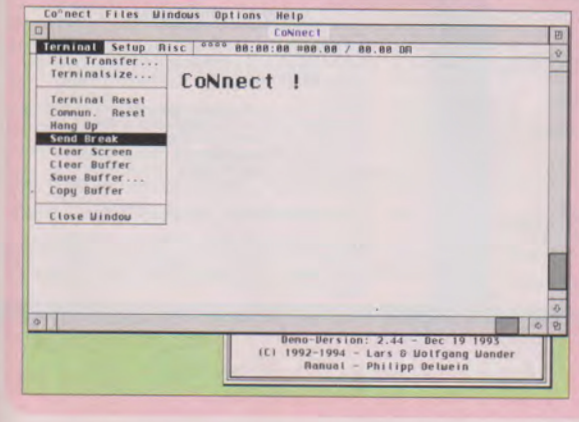
The utility is at its best on the Falcon and TT which need no hardware modifications in order to gain those go-faster stripes.

CONNECT 2.44

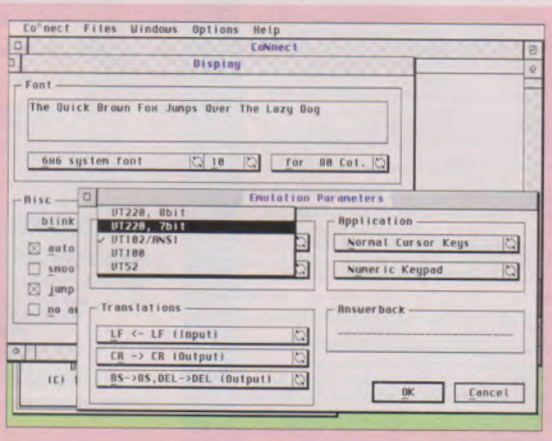
THE SHAREWARE COMPANY • DISK NO: BY NAME • £1.75 • MEMORY: 1MB • SHAREWARE • FALCON-COMPATIBLE

IN BRIEF: *Connect* takes the German approach to terminal emulation. Every GEM enhancement you can think of is featured somewhere or other and the whole thing looks like a million dollars on screen.

It's certainly no slouch in the features department either – Z-Modem transfers, background file transfers and a powerful scripting language are all found on the specification sheet somewhere. The main terminal is displayed in a GEM window, and housed at the top you will find a set of menus that allow adjustment of every aspect. You could honestly fill the whole of this page with the number of user-definable options, but the defaults are fine for most purposes. Although there's no English documentation with the unregistered version, all of the features are well explained through a hypertext help system.



A set of window-based menus let you tailor Connect to your very needs.



Connect is very nice to look at, but the sheer number of user-definable options make is slightly more complicated than Storm.

ST REVIEW COMMENT: "*Connect* is remarkably similar to *Storm* in style. If anything, it has the edge in features, but *Storm* is just a little easier to set up and use. Both are great terminal programs – just try them out and see which one suits your working style best. Don't you just love shareware?"

★★★★

L.A.P.D

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B.34 LAPD GAME: Shoot 'em up
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The demo version received rave reviews
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Contact with the Imperial Space Transporter 'Equadus' is lost. Your mission is board her and return her unspecified xenomorph cargo. The game features first person perspective in the style of the classic Dungeonmaster and Captive games as you move about the ship. Switch between characters, pick up objects, open doors, load weapons, waste aliens with a vast array of different weapons (including a chainsaw!). DON'T MISS THIS GAME!! (Requires 1Mb)
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AUTHORS

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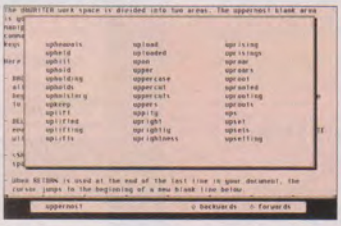
ATARI ST REVIEW BUDGET BUY

DBWRITER

GOODMAN INTERNATIONAL • DISK NO: GD.1672 & GD.1673 • £3.90 ALL IN • MEMORY: 1MB • SHAREWARE • FALCON-COMPATIBLE • HI-RES ONLY

IN BRIEF: When it comes to picking a word processor for your ST you have two clear choices. On the one hand there's the document processor with its multiple fonts, GEM interface and sedate screen display and on the other, the plain word processor which holds speed as its main priority.

dbWriter falls firmly into this latter category. It doesn't bother itself with pretty output too much and instead focuses on the features needed for heavy-duty text crunching. GEM is firmly booted out of the window and in its place you will find a slick icon-driven interface. And not only is it fast, it's also powerful – there's a thesaurus and an enormous dictionary complete with bolt-on extras for medical, pharmaceutical, computer and mathematical terminology. If you want fancy fonts and a sophisticated screen display, look elsewhere, but for straightforward word processing *dbWriter* is the business.



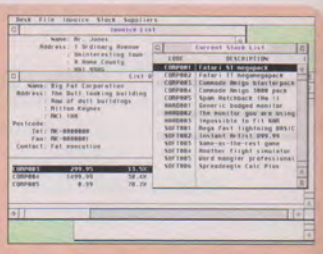
dbWriter may look crude, but it packs a killer punch in terms of features – very few commercial ST word processors can boast both a spell checker and thesaurus!

ST REVIEW COMMENT: "*dbWriter* is a word processor from the old school, but don't let its retro approach fool you into thinking you're being short changed for features. It remains the most powerful shareware text cruncher on the market."

✪✪✪✪✪

If speed is a consideration, dbWriter is the word processor to go for – it's lightning fast, even on a standard ST.

Sales Controller is based around three windows – one for stock, one for invoices and another for suppliers.



ATARI ST REVIEW BUDGET BUY

SALES CONTROLLER

CALEDONIA PDL • DISK NO: AU-83 • £2.50 • MEMORY: 0.5MB • SHAREWARE • FALCON-COMPATIBLE • HI-RES ONLY

IN BRIEF: Paperwork is the bane of any small businessman's life. Keeping a check on stock levels, sales and which invoices have been paid can become a full time job on its own if you're not careful!

Sales Controller has been designed to combat exactly that problem. It is housed in a neat little GEM interface and three menus form the heart of the system – one for invoicing, one for stock and another to deal with suppliers. All editing takes place through windows or dialogue boxes and the whole program is wonderfully intuitive. A *Calamus*-style help system is always on hand to explain individual menu options, which is just as well considering the complete lack of documentation.

ST REVIEW COMMENT: "*Sales Controller* is the only stock control package you will ever need. It's easy to use, fast, and above all, flexible enough to fit in with almost any small business. The £30 registration fee can appear a bit steep, but it's one quality piece of software."

✪✪✪✪✪

Invoicing is as simple as typing in the order codes and clicking on the print button.

SHEET 2

GOODMAN INTERNATIONAL • DISK NO: UTI.67 • £1.95 • MEMORY: 0.5MB • SHAREWARE • FALCON-COMPATIBLE

IN BRIEF: Spreadsheets are one of the most useful pieces of programming ever to grace the ST's screen. The key to their success is in their flexibility – whereas most accounts packages will force you into a set way of working, a spreadsheet can be programmed to take care of most number-based tasks. Enter *Sheet 2*... Push past the usual range of spreadsheet features and you will find that *Sheet 2* has a rather special trick up its sleeve – a fully-functional programming language. This is a variation of *BASIC* and can be used to effect changes on cells or to produce simple programs, and a number of examples are included to get you kicked off.

The program is capable of holding up to four spreadsheets in memory at once and every single feature is explained in a truly excellent on-disk manual.

ST REVIEW COMMENT: "*Sheet 2* is the ideal introduction to spreadsheets on the ST. It lacks some of *Opus*' more specialised features, but as a result is less intimidating and the manual is nothing short of superb."

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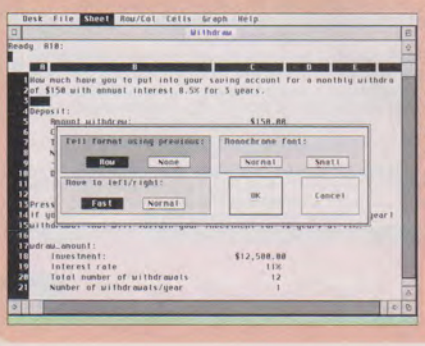
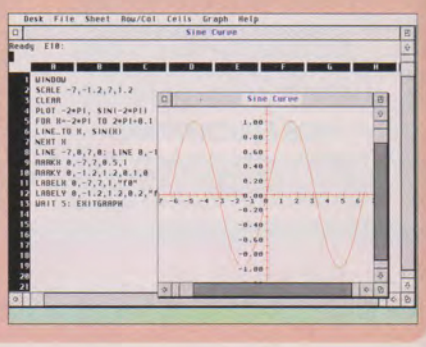


Even if the programming aspect doesn't appeal, Sheet's good-natured GEM interface is bound to win you over.

Sheet's built-in programming language can be used to perform calculations on cells or even to produce small programs.



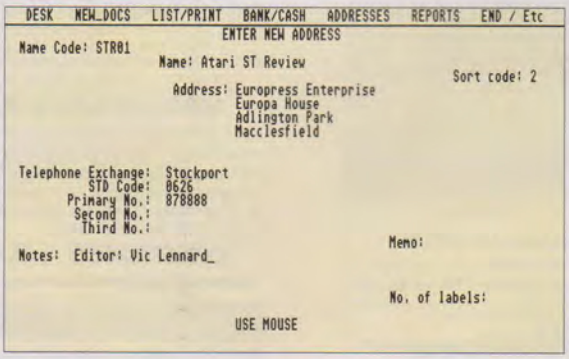
COMPACT OFFICE MANAGEMENT SYSTEM 2

FLOPPYSHOP • DISK NO: UTL.3883 • £2.50 • MEMORY: 0.5MB • SHAREWARE

IN BRIEF: *COMP* is designed to form the command centre for a small business. It has modules to deal with invoicing, bank accounts, estimates and plenty more besides. It even features a typewriter emulator that can be used to bash out quick notes without leaving the program!

The custom interface used is slightly tatty and, unfortunately, the package doesn't seem to have stability on its side either. Every now and again during the test period the mouse disappeared, and the screen also failed to redraw properly on a number of occasions – hardly the type of behaviour that inspires confidence. *COMP* shows promise, but until the interface gets its act together it must be viewed with caution.

ST REVIEW COMMENT: "*COMP* is a jack of all trades, but master of none. The idea of a completely self-contained office management system is a nice one, but faced with a choice between *COMP* and *Sales Controller* with a few support utilities, I'm afraid the latter is definitely the best option."



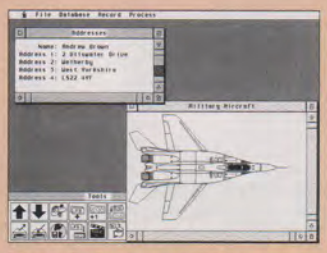
The interface is tacky at the best of times and the capitalised menus really don't help much either.

FASTBASE 2.4

ATARI ST REVIEW BUDGET BUY

NEW AGE PDL • DISK NO: BY NAME • £1.50 • MEMORY: 0.5MB • SHAREWARE • FALCON-COMPATIBLE

IN BRIEF: Every business has a use for a database, be it to store customer addresses, present your catalogue or to keep a check on suppliers. *FastBase 2* is renowned as being the best shareware database you can buy and this reputation is well deserved. Not only is it easy to use, but there's a good deal of power on offer too. It boasts its own in-built programming language, offers flexible graphing facilities, and graphics can be linked to fields adding an almost hypermedia feel to your presentations.



The whole program is mouse controlled – if only all things in life were as simple.

You only have to look at the screenshots to see just how intuitive the package is. It's lined with icons galore and niceties such as cascading menus and a custom file selector. It has no problem running in Falcon resolutions, although a small strip at the bottom of the screen is redrawn incorrectly.

ST REVIEW COMMENT:
"Forget the rest, *FastBase* is best. It's sophisticated, easy to use and capable of dealing with almost any application as long as you're willing to dive into the programming language with both feet. Be warned though, the unregistered shareware release is quite limited."

FastBase is not lacking in the features department. Queries can be processed and saved for later use.

TOP TEN BUSINESS PROGRAMS

1 SALES CONTROLLER • CALEDONIA PDL • DISK NO: AU-83 • £2.50 • MEMORY: 0.5MB • SHAREWARE • FALCON COMPATIBLE • HI-RES ONLY

Stock control need never be a worry again with *Sales Controller* installed on your system. It handles suppliers, stock levels and invoicing with ease and is flexible enough to be used in almost any business situation. Add a superb interface and you have one very snazzy little package.

2 B-STAT 2.47 • GOODMAN INTERNATIONAL • DISK NO: GD.2116 • £1.95 • MEMORY: 1MB • SHAREWARE • FALCON-COMPATIBLE

Just how profitable your business is can be difficult to judge from a page full of dull figures. *B-Stat* is a package that will turn these meaningless figures into a graph and so provide an instant view on your financial fortunes. Be warned though – it's a very powerful package and as a result is a little complicated to use.

3 DBWRITER • GOODMAN INTERNATIONAL • DISK NO: GD.1672 & GD.1673 • £3.90 ALL IN • MEMORY: 1MB • SHAREWARE • FALCON-COMPATIBLE • HI-RES ONLY

dbWriter is probably the closest you will come to a shareware version of *Protext*. It's not as pretty as many of its commercial counterparts, but features both a dictionary and thesaurus and leaves most programs out in the cold when it comes to speed.

4 OPUS 2.2 • MERLIN PD • DISK NO: MPD.0461 • £1.25 • MEMORY: 1MB • SHAREWARE • FALCON-COMPATIBLE

Opus is probably the most powerful ST spreadsheet available, full stop. A master at charting, it supports *GDOS* output and comes with a whacking great manual. It doesn't seem to like *SpeedoGDOS*, but apart from that small quibble it's a wonderful application.

5 SHEET 2 • GOODMAN INTERNATIONAL • DISK NO: UTI.67 • £1.95 • MEMORY: 0.5MB • SHAREWARE • FALCON-COMPATIBLE

Sheet 2 is a skilful combination of a programming language and a spreadsheet. It's slightly easier to get to grips with than *Opus* and its GEM interface is a model of simplicity. Perhaps not the most powerful spreadsheet available, but one that will happily serve ninety per cent of ST owners.

6 FASTBASE 2.4 • NEW AGE PDL • DISK NO: BY NAME • £1.50 • MEMORY: 0.5MB • SHAREWARE • FALCON-COMPATIBLE

No matter what your database requirements, the chances are *FastBase 2* will be up to the job. Its simple interface can be deceiving, but deep down it's one thoroughbred data-cruncher and is used in business by many ST owners.

7 STANDARD LETTERS 1&2 • GOODMAN INTERNATIONAL • DISK NO: GD.1677 & GD.1678 • £3.90 ALL IN • MEMORY: 0.5MB • PUBLIC DOMAIN • FALCON-COMPATIBLE

Most letters of complaint, congratulation or apology usually follow the same formula and you could be wasting precious time by composing a new letter for every customer. Instead, why not try this set of standard letters in ASCII format, which can be tailored to suit your exact requirement? Problem solved!

8 JC-LABEL • GOODMAN INTERNATIONAL • DISK NO: G.2159 • £1.95 • MEMORY: 0.5MB • FREEWARE • FALCON-COMPATIBLE

Improve your company image with a little help from *JC-Label*. The program stores up to 1000 addresses per file and batch printing is thrown into the bargain too. It lacks a GEM interface, but the alternative is quite nice to work with.

9 TCOS • THE ST CLUB • DISK NO: AP.170 • £2.50 • MEMORY: 0.5MB • PUBLIC DOMAIN • FALCON-COMPATIBLE

A hypermedia presentation tool, which holds ease-of-use as its main strength. It's useful in putting together catalogues, tutorials and any other type of information presentation. A little dated nowadays perhaps, but still a very slick piece of software.

10 CLIP-IT • GOODMAN INTERNATIONAL • DISK NO: GD.1920 • £1.95 • MEMORY: 0.5MB • PUBLIC DOMAIN

Clip-it sits in between the graphics package and desktop publisher. Intensive text work is not a strong point, but it copes perfectly well with single page designs. Sure, it's not going to worry *Calamus*, but it remains a nice, easy entry into the world of page design.

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FALCON ART & GRAPHICS PROGRAMS

FALC 3 - Birdy 2 Animation (4 meg+), very cute! Cyrel Palette Master demo.
FALC 8 - Fractal DSP, Fractal Zoomers, IFF, GIF, RAW & TGA viewers, Bit Camera for altering raster images, Speed of Light 2.6, F-Paint, Chagall demo, Slideshower.
FALC 37 - Fractal Playtime, Gemview 3.00, Delmpaint, Gix Gif, Binaris 2.0 + more!
FALC 95 - Geotech - landscape generator, Neochrome, Photo Studio demo + more!
FALC 98 - Chloe demo, Overlay demo 1.03 (zipped), Pixart demo 1.02.
FALC 102 - Raystart demo 1.1, View XGA, IMG converter, Chagall Demo, Jpeg view 2.14.
FALC 110 - Videl - easy to use TGA viewer, Rainbow demo 0.5 - Truecolour art package.
FALC 117 - POV Raytracer 2 on 2 disks, zipped & expands to nearly 5 meg! £3.50.

FALCON PICTURES & ANIMATIONS

FALC 23 - Targa Slideshow - 24-bit Truecolour pictures - photographic quality!
FALC 31 - Temptation! The first disk of an EXCLUSIVE pack of JPEG pictures of gorgeous girls. Excellent quality pictures and the three disk pack contains no less than ninety pictures! Yes 90! Disks 2 & 3 on FALC 32 & 33.
FALC 34 - The Chippendale Auditions. This time a disk of gorgeous blokes!
FALC 38 - FLI Animations: AS Lamp, Balloon, Bart, Glass, Hands, Bounce 2.
FALC 39 - FLI Animations: A3DS, Apple, B Ball, Bugs Bunny, Chubb, Cane, Tigercat
FALC 78 - Maga Pictures - from Japanese films such as Akira, Dragon Ballsetc in JPEG format.
FALC 85 - Startrek Pictures - JPEG's from all series.
FALC 89 - Animal Pictures - the first of five disks of all sorts of mammals. (JPEGS).

FALCON DEMOS

FALC 9 - Grotesque (Excellent!), Gourad, Speeder, Plasma 30 & 50, Intel + more!
FALC 11 - Morphing demo - requires 2 Meg memory + hard drive space. + 3 more!
FALC 96 - When Dreams Become Reality (RGB), Warum (RGB), Inconvex (RGB).
FALC 97 - Fuji Ray animation (2 meg memory + HD space), Plastic Dreams - RGB/TV only.
FALC 105 - Arrival demo by Agression, Conflict demo (4meg+), Cool demo. All RGB/TV only.
FALC 106 - Falcon Flight Demo - real time zooming over fractal landscape + great music.
FALC 107 - Crime by the DNT crew, Magnet by Alphatech, Bobs-1. All RGB/TV only.
FALC 111 - Lemans - digitised sequence of cars racing round track with music.
FALC 113 - Marga demo (4meg+) - digitised pictures of a woman modelling a skimpy bikini!
FALC 116 - Papa was Blade Runner (4meg+) new demo by EKO, very good. RGB/TV only.

FALCON MUSIC RELATED PROGRAMS

FALC 7 - Fortune for creating cites, Protracker 2, TCB Tracker, Desktracker 1.11.
FALC 17 - Winrec 1.35 (D2D), Digital 030 - new 8-track tracker program, unstable though.
FALC 29 - Startrek Cites for Fortune, Dame - Digital Audio Multipayering Editor.
FALC 52 - System Audio Manager 1.1 - assign samples to events, Digitape 2 demo.
FALC 68 - 49 Wav samples for System Audio Manager.
FALC 82 - Protracker 50Khz modules: Come & Get me, Pugsy, Tripout, Hardcore etc.
FALC 83 - As above: Freudian Dreams, Goodbye, Harry, Intro, Journal + 5 more.
FALC 84 - As above: Watch Your Bass Spin, Boom And She Cums, Fin + 4 more.
FALC 94 - Mjuzakk - Huge sound player program. Zipped, expands to 2 meg.
FALC 115 - Octalyser 0.8 - another 8-track tracker ported from the STE + docs & source code.

FALCON GAMES

FALC 21 - Humans Demo disk 1. Zipped, expands to 3 Meg. Disk 2 on FALC 22.
FALC 35 - Nethack 3.1.1 - 2 Meg memory+. Brilliant dungeons and dragons game.
FALC 103 - Oxyd (excellent!), Des Lasers et Des Hommes (3D shoot em up), Masters of Chaos (Dungeon Master clone), Tron, Ishar Editor, Mario Kart demo.
FALC 104 - Spacola (RGB) - great space shoot em up, Madtris (RGB) - crazy Tetrus!, Vertical Mayhem (RGB) - nice version of Columns.
FALC 112 - Mahjong II - German version of this classic tile game. Disk approx 1/2 full.

FALCON UTILITIES & APPLICATIONS

FALC 2 - Falcon Boot 1.2, Backward 2.23 (ST emulator), New Depack, Text Files, Desk Copy, Deskpic 1.05, Sysinfo, Multi Dialogue, DC Xtract 2.1, Revive, SpiritED 1.3.
FALC 5 - C56K - C compiler, Chipmunk Basic 1.0, GTAR 1.11.1 - For MiNT & Minix systems.
FALC 10 - DSP56001 Assembler 1.1, ASM-CPX and DSP Bits - get programming now!
FALC 15 - 45 assorted MiNT/MultiTOS utilities + extended colour icons that run in Truecolour.
FALC 20 - DSP Routines - about 1 megabyte of useful DSP routines.
FALC 28 - X Control 1.2, Clock 2.0, Edison screen saver, Mini FS 0.55, Magic Boot, Gemar 1.23 - Tape Backup, BMAP Fix 2, Falc mods, Outside demo, PRG Flags.
FALC 36 - RDE 3.1 Toswin 1.4, Lha 2.22, Zoo 2.1, Zip 2.3, Gem Bench 3.25, Good Backup 1.13, Boot Init 1.1, Ecopy 1.5, Fcontrol, Shbuf 1.3
FALC77 - Emacs 3.11, Everest 1.5, KM Term, Atomik 3.5, X-Menu 1.3, Profile 1.43, Rezfooler (run RGB stuff on VGA monitor), Fullres 1.01, Swab, Dclock 1.0, Fuzzy Clock 1.14..
FALC 109 - DMB icons - two large sets of replacement icons, Before Dawn screensaver 1.25
FALC 114 - Multi-Dialogue 1.3, Master Browse 3.2 - excellent text file viewer, T-Cache 6.0.

THE ATARI ST/STE

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HIGH RESOLUTION GAMES

GAME 1 - Anduril, Eliminator, Galaxy, Gilgalad, Mini Golf, Bubble, Runner, Space War, Tetris, Play Thing, Once 'A King.
GAME 8 - Diamond (Boulderdash), Invaders, Macpan, Megaroids (Asteroids), Minefield, Missile, Murray, Solitair, Spreng.
GAME 28 - Pyramid, Escape, Sokoban, Cube World, Battleships.
GAME 30 - Air Traffic Control, Go-Board, Munchers, Pong, Puz Puz, Trivia, Go-Up.
GAME 33 - Bolo (Excellent breakout game), Super Breakout, Baseball.
GAME 34 - Pork 1 & 2 - spoof Zork type adventure games, Enchanted Realms.
GAME 38 - Net Hack v2.3, Scribble, Sherlock, Zarge, Checkers.
GAME 39 - Eamon Fantasy Role Playing Kit, DDST - dungeons and dragons.
GAME 50 - Jeopardy, Clueso, Airline Manager, Locomotive, Bandwurm, Hextris.
GAME 76 - Hack & Slay Construction Set, Chess, Match-it, Crossword Editor 2.
GAME 112 - Risky Construction Set, Roulette, Yatsy, Backgammon, Poker, Pai Gow.
GAME 125 - Cyate Dave's Poker, Deena, Cribbage, Tectic, Fast Poker.
GAME 168 - Napolean - a 'Risk' style game of war and strategy.
GAME 185 - Oxyd 2 - the sequel to the brilliant Oxyd, much harder than the original.
GAME 186 - Tetric - new Tetris type game.

COLOUR GAMES

GAME 11 - A Question of Snooker, Pinball, Devestator, Roll n Nudge, Ranger.
GAME 68 - Squidge, Fruit Machine, Pin Game, Rocket Ball.
GAME 78 - Popeyed - a pop music game with an adult theme.
GAME 81 - Battlescape, Blox - brilliant variation on the Tetris theme.
GAME 83 - Grandad & the Holey Vest - superb animated adventure. 1 Meg+.
GAME 104 - Blat! - A very nice version of Tetris. STE ONLY.
GAME 105 - Infiltration - 3D game. Ozone, Atomik Robokid. Great shoot 'em up.
GAME 117 - Fast Freddy - lovely platform game with superb graphics.
GAME 121 - Darklyte - great Isometric 3D war/strategy game similar to Hero Quest.
GAME 123 - Top Trainer (horses), Anarchy Academy - wreak havoc in school. Boing.
GAME 128 - Dungeon Lord - good Dungeon Master Clone. Arch Mage-shoot em up.
GAME 131 - Glass Buttock of Tharg - save the land from the evil buttock! - 1 Meg+.
GAME 132 - Psycho Pig - two disk platform game, very cute. £3.50.
GAME 136 - Chaos 1/2 Meg version - classic spectrum game converted. 1 meg on GAME 146
GAME 139 - Grandad II - the sequel to Game 83, comes on 2 disks 1 Meg+. £3.50.
GAME 148 - Operation Blue Sunrise 3 - massive STAC adventure game. 1 Meg+.
GAME 150 - Course Angler 1.02 - go tackle fishing on your ST!
GAME 151 - Sim Pig! - a brilliant pig farm simulation! Like Sim City & Sim Earth.
GAME 153 - Wormhole - nice vertically scrolling shoot em up with slick graphics.
GAME 155 - Three Realms of Suspicion - STAC adventure. Spaceball - like Ice Hockey.
GAME 157 - B17 - bomb the buildings, F-16 - very good flight game, 8 missions.
GAME 158 - Viking III - shoot em up/strategy game. Demon - but like Xenon.
GAME 163 - Theme Park Mystery, Combat - kill everything!, Summaria.
GAME 164 - The Obscure Naturalist - STAC graphic adventure 1 Meg. Dominoes, Slither.
GAME 166 - Nirvana - platforms, Pure Logic, Maze, Chain Reaction - columns.
GAME 169 - Megaline - four player Tron/Light Cycles, Insectoid, Cops n Robbers.
GAME 170 - Magic Tomb (1meg+), Hysula - great new 3D CK game
GAME 171 - Oxyd (1meg+) - superb puzzle/strategy game, Duck Dash
GAME 172 - Baffin Brothers - the best Trivia game yet! Excellent presentation!
GAME 173 - Loboty Invaders - uses hardware scrolling, stereo sound. STE only
GAME 174 - Bludgeon 1.1a - fantasy role playing with full colour graphics
GAME 175 - Trodanian's Creation - the sequel to Three Realms of Suspicion - STAC adventure
GAME 176 - The Heavy Bunch - Wild West game of gunfights, gambling etc, Spot It - puzzle.
GAME 177 - Fatemaster - superb arcade adventure/dungeons and dragons
GAME 178 - Argon, Out, Codename Bomb, Pyramid, Disk Hunt, Sirtet, Turbo, War Jeep, Plumber, Picker, Planet Man, Uboat, Ypsilon - 13 games!
GAME 179 - Asteroid, Bang 3, Battle, Bellum, Quiz, Blaster, Chunks, Europe, Explode, Fuzzball, Gems, Invaders, Megaroids, Micro, Octopod, Othello, Pac Man, Plant, Rockfall, Tanx, Tennis, Wall Street, Zappy
GAME 180 - Mystic Well, Deep Lair, Football, Harris Goes Skiing, Haunted House, Invaders, Jumpster, Roam, Stoneage Deluxe, USA, Zyxm, Firestorm
GAME 181 - Utopos 1.5 - very slick STE only Oids/Grav type game, Endurance - 3D game.
GAME 183 - Towers - a great new Dungeon Master Clone - the best yet! 2 disks (1 Mb+) £3.50.
GAME 187 - Karate Champion, Hector and the Mutant Vampire Tomatoes - nice platform.
GAME 188 - Premier Mahjong II - excellent version of this superb tile game. 60Hz only.
GAME 189 - Cud Lee's Quest - platform game for kids, Mindmelt - roleplaying fantasy game.
GAME 190 - Quest for Knowledge - quiz type game set in a maze arena.
GAME 191 - Walls of Illusion - yet another Dungeon Master Clone, good one though. 1 Meg+.
GAME 192 - Rings of Power - shoot em up written with the SEUCK by Ken Reader.
GAME 193 - World Fighting Championships - beat up opponents from all over the world.
GAME 194 - Survive! Another shoot em up by Ken Reader made with the SEUCK.

BUDGIE GAMES - £2.75 EACH

BUGAM 83 - Cyberstorm, a very slick Defender game, really fast!
BUGAM 89 - Horse Racing Simulator for 1 to 5 players. Buy/sell and bet!
BUGAM 100 - Clad Hopper - lovely version of Manic Miner from the 8-bit days.
BUGAM 104 - Jetpack - another faithful clone of a classic Speccy game.
BUGAM 113 - Football Tactician - formerly a £20 release! Excellent!
BUGAM 119 - Football Tactician - the Premier League 92/93 season.
BUGAM 120 - Dungeon - traditional hack & slash game written in Talespin
BUGAM 121 - Super Scramble - take a trip to the 8-bit days with this shoot 'em up
BUGAM 122 - World Cup - the latest Football Management game from Budgie UK.

POWERFIST GAMES - £3.00 EACH

POWER 1 - Snott 93 - previously commercial playable platform game. 1 Meg+ (512 on POWER 11)
POWER 3 - Seven Galaxies - extremely slick shoot em up, one of the best so far.
POWER 4 - Hunchy 1066 - go back in time with some artillery for this classic!
POWER 5 - Deluxe Nostrum - great flip screen arcade adventure. 1 meg+.
POWER 8 - Power Cut - fly-around-blast-em-up with 25 power bases to destroy!
POWER 9 - Lord Ramsey in the 25th Century - great cartoon-style caper.
POWER 13 - Location Universe 3D - escape four taxing levels of this brill 3D game.
POWER 14 - Castle Capers - wonderland platform game set in a haunted castle.
POWER 15 - 'Ees Lost His Marbles! - Huge adventure written in STAC.
POWER 16 - Freaked Out 2 - the sequel to the great PD puzzle game.

ADR GAMES COMPILATIONS

ADR are a group of coders who take popular PD games, compress them so that loads can be fitted onto one disk and then run easily at the push of a button from a menu.
ADR 1 - Galaxian, Grav 2+, Kubes, Plop, Spacewar, Mega Depack 2.12
ADR 2 - Mrs Munchie (1meg+), Utopos Preview (1meg STE), Night on the Town, Bloody Blade, Starmaze, Snack Attack
ADR 3 - Balls, Violence, Kid Kong (1meg+), Happy Pac Worm, Llamatron
ADR 4 - Abominaball+, Floyd The Droid, Penquin, Super Match Maker, Fleet Street, Squish
ADR 5 - Cybernetix, Rebound (1meg+), Hardcore (1meg+), Slug 2092, Grand Prix, Frogger
ADR 6 - Fate Master, Castle Capers, Speed Packer 3, Square Off
ADR 7 - Grandad (1meg+), Grandad 2 part 1, Critical Mass, Turbo
ADR 8 - Grandad 2 part 2 (both parts needed), Prensorium+
ADR 9 - Rush 2, H-Mec 2 (STE), Ozone 2, Blob Race, Breakout +, Atomik 3.6
ADR 10 - Super Dark Pearl (1meg+), Operation Garfield (STE), Nirvana (trained), Pacmac (STE 1 meg+), Teserae
ADR 11 - Glass Buttock of Tharg (1meg+), Invaders, Painter, Punt, Stamp

MEGA-GAMES PACK ONE!

No less than ten disks crammed to the brim with archived games (de-archiver and printed instructions supplied) to squeeze on an amazing 117 games covering board/puzzle/strategy/arcade and adventure. For a full list ask with your order or if not ordering, send a stamp. All should run on a colour system with 512k and be STE compatible! You will need about twenty disks to unarchive these disks onto! AMAZING VALUE FOR MONEY.

117 GAMES – JUST £14.95!

ART & GRAPHICS

ART 1 - A disk full of 23 miscellaneous utilities including viewgif 1.2.
ART 51 - Crackart 1.36 - latest version of the best ST art package! 1 Meg+.
ART 128 - Gemview 3.00 - new version of this superb viewer/converter.
ART 157 - PAD 2.4 - English version of this high res drawing package. 1 Meg+.
ART 172 - Paintshop Plus 2.03 - A commercial quality drawing package.
ART 180 - Paintpot - an ex-commercial painting package which was £15.00!
ART 187-196 - Temptation! Volume 1 - the first pack in a whole new range of top quality pictures of tempting girls! Two versions (please state which) - one for STFM and one for STE which takes advantage of a 32,768 colour palette! EXCLUSIVE to New Age PDL! Ten crammed disks at just £15.00.
ART 207 - Car Slideshow - brilliant Photochrome pictures, Near Photographic! STE Only
ART 209 - Erotic Dreams slideshow 1 - all pictures of Supermodel Cindy Crawford.
ART 210 - Erotic Dreams slideshow 2 - another disk of Cindy Crawford pictures.
ART 212/213 - POV Raytracer, the best raytracer around! 2 disks. £3.50.

DEMOS

DEMO 339 - STAX Hat Keinan Plan Demo
DEMO 336/337 - Traau'n Int Ket Bet Graet Ben Breman (2 disks) 1 Meg+ £3.50
DEMO 335 - Reality Is A Lie demo - 1 meg+
DEMO 328 - Ambience Demo By Chaos
DEMO 325 - Perpetual Dawn Demo. 1 Meg+
DEMO 323/324 - TNM Megademo. 2 disks £3.50
DEMO 320-322 - Froggies Over The Fence - Three disks! 1 Meg+ £5.00
DEMO 314/315 - Coding So Far Demo. 2 disks £3.50
DEMO 311-313 - Relapse demo - Three disks. STE Only! £5.00
DEMO 310 - Ecstacy 1, Ecstacy 2 - brilliant STE demos
DEMO 276 - E605 - a great STE only demo by Percy of Light.
DEMO 274/275 - Dreamzone - the latest megademo from the Wild Boys. £3.50.
DEMO 270-272 - The Omikron Megademo - takes up 3 disks! 1 Meg+ - £5.00.
DEMO 258 - Brutal Techno - Fantastic STE and 1 Meg only demo.
DEMO 242 - Music Dream II - 9 superb 50Khz tunes by E.I. - STE only.

SOUNDTRACKER MUSIC

TRAC 129 - Four, Progfunk, Cult 2, Cult 3, Federal Force, Rave 1
TRAC 128 - Con, Short, House, Jewel, Spassong, Celtic 6, Rappit, A-Team, Sweet Dreams
TRAC 127 - More Lemmings, Backpopped, Psychic 1, Bushfire, Donna 2, Ace Base, Echoing
TRAC 126 - Scrambled Mind, 1+ World, Wyre It, Hope Part 2, Lotus Turbo 2, H-Metal
TRAC 125 - The Loader Final, Artificial, Finally I Play, Space Journey, SII1
TRAC 124 - Donna, Hope Part 1, Meaty Man (1meg+), SII9, Piano TVA, Willow
TRAC 123 - Electric Revenge, Telephone, Flash 4, Racer XXX, The Credits, View to a Kill
TRAC 122 - Klisje Paa Klisje, Oldmac, Absolute Muzak, Blenz-Vector, Frog Mix, SNT Vector
TRAC 121 - Enigma, Eve-o-War Remix, G-Loc, Galaxy, Ewok

WORDPROCESSING (ANY RES)

WORD 1 - ST Writer Elite, EDI Text, Zap ST, ST Page, Typist, Desk Accessories.
WORD 2 - Mail Merger, Spell Check, Large Printer Maker, Count, Double, Convert.
WORD 4 - First Word + tools, Grammar checker demo, Spell Binder, Text Filter.
WORD 5 - Calamus Demo, no save function but you can print. High Res only.
WORD8 - DB Writer 1.4 - very slick wordprocessor with many features. 'H' 1Meg+
WORD 9 - Calamus Support disk - loads of utilities for Calamus and fonts etc.
WORD 10 - Calamus Manual in the form of a CDK. (Disk not full).
WORD 12 - Papyrus Office Demo 2.26 - good document processor with fonts etc. 'H'
WORD 13 - Calamus S demo - fully functioning except save. 2 disks. £3.50. 'H' 1 Meg+

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New Age PDL

UTILITIES (ANY RES)

UTIL 2 - Startgem, Head Start 1.1, DC Clock, Disk Checker, Hard Disk Utils, Ram Disks, Hack 'n' Copy, Turtle 3.2 (HD backup), Megaformat, Memory Test.
UTIL 4 - Pools 2.5, ST init 3.4, Switcher - loads programs faster, 20 DC utilities.
UTIL 5 - F-Copy 3, DC Showit, Desk Manager, Disk Scan, Mono Emulator 5, Spool, DC Stuffer (loads 32 accs), Speech Synthesiser, Mouse Accelerator.
UTIL 6 - James The Butler, London Phone Codes, MenuSYS, Pinhead, Super Calendar Batch Startup, Auto Sort, Postmortem, No Bombs, E-Disk, 9 Quick Utilities.
UTIL 12 - Jam Packer 4, Wind-XES (Modulator control panel), Satellite 4.01, Clock Set.
UTIL 13 - German to English translator, fast Print, DC Salvage, MiNT, Maccel 3.0.
UTIL 14 - Printer Drivers inc Canon Bubblejet, Qume Daisywheel, Brother + Epson.
UTIL 16 - Chameleon - loads and unloads accessories without having to reboot, Sticker 3.0 (mono only), Definitive File Selector, Super Virus Killer, Benchmark.
UTIL 19 - Your Second Manual, Jokes, GDOS info, Bombs info + several magazines.
UTIL 30 - Superboot 8.1, Build Your Own Scanner, Report Writer, Disk Cleaner.
UTIL 35 - Cheetah 1.1 (high speed copying util), Rainbow TOS patches, Unarj 2.2.
UTIL 38 - Printer Drivers inc: KXP 1124, Star LC24, NEC Pinwriter, Brother, Canon, Citizen, HP Deskjet, Oki, Qume, Taxan, Toshiba, Riteman, Atari.
UTIL 40 - Loads of packers inc: Atomik 3.5, Automation 5, Dragon 3, Fire 2, Ice 2.4, Pompey 1.9, Speed Packer 2, Branch Always Packer, + Multi Depacker 1.5
UTIL 42 - Intro Maker - mix pictures, sprites, scrolls and music together. Colour only.
UTIL 45 - Kaos Desk 2.01, Terra Desktop 1.36 - replacement desktops.
UTIL 46 - STOS Shoot em up builder kit 0.6 - colour only.
UTIL 51 - Form Finder 2.2 - horse racing predictor which is easy to use. Colour only.
UTIL 53 - TOS Version 1.0 - allows you to run programs that don't run on your TOS.
UTIL 54 - Message Scroller, Archiver Shells, Envelope Printer Demo, Mega Cracker.
UTIL 55 - Spectrum Emulator 1.2 - run Speccy games - includes Hobbit, Manic Miner 1 Meg+
UTIL 57 - Revenge Doc Displayer 3.0, Wordfinder 3.0, Desktop.inf configurator.
UTIL 58 - Career Themes Inventory and Personality Tester - great fun!
UTIL 59 - Neodesk patches - upgrades 3.01 to 3.02 and 3.02 to 3.03.
UTIL 60 - JC Label 1.3, Jon-Dos 1.7, Flowchart Compiler, Boot Time 2.0, Multisync.
UTIL 61 - Rename It, Zoo Archiver 2.1, Insert Date, Marrow, Shadow Ramdisk, Power DOS.
UTIL 62 - BJ Chrome 1.1, Desk Master, Crocery Lister, Silk Mouse, Auto Load, Blitz.
UTIL 63 - JC Calendar 0.3 - an extremely pleasant and flexible calendar maker.
UTIL 65 - Connections Multimedia - mix text, graphics, animation & sound. 1 Meg+ 'H'
UTIL 66 - Nation X utility disk - over 150 programs! Everything you need to get you started! Includes disk utils, diary, virus killer, packers etc. - highly recommended!
UTIL 67 - Label CAD 2.2 - design cards, posters etc. Document files on UTIL 68. 'H'
UTIL 70 - Route Finder 1.8 - Like Autoroute - plans journeys for you, SpiritED 1.3, Die UHR.
UTIL 71 - Ponds and Watergardens - great tutor for this type of thing in pictures and text 'C'
UTIL 74 - Award maker - easy to use program to create certificates with nice fonts, borders etc.
UTIL 75 - Idealist 3.4 - file printer that can save up to 80% of paper consumption! 2 disks £3.50.
UTIL 77 - Before Dawn 1.25 - latest and biggest version of this screen saver. 2 disks £3.50.
UTIL 79 - Spectrum Games - a disk full of games to go with the emulator on Util 55.
UTIL 80 - Terradisk 1.38 (latest), X-Jet 097, Curtains - protect your ST from snoopers.
UTIL 81 - Two column printer, Searcher Deluxe 2.01, Sys Info 8.4, Password Protect, STD Cat 5.2
UTIL 82 - Beropress 2.6 - create posters, banners, gift cards, letters etc. 'H'

BUSINESS (ANY RES)

BUSI 2 - Sheet 2.0, Dbase One, First Base 1.6, Home Budget Template.
BUSI 4 - Opus 2.2 - brilliant spreadsheet. 1 Meg+.
BUSI 5 - WG Data, ST Sheet, Visi Clone - three more spreadsheets.
BUSI 6 - Double Sentry Book Keeping System, Address Book.
BUSI 7 - Astubank 1.1 at - complete home accounts system - colour only.
BUSI 11 - Compact Office Management Program 2.05 - for any small business, loads of features
BUSI 12 - Inventory PRO - keep track of stock levels, GP Patient Care for GP's ('H')
BUSI 14 - Data Techniques 1.41 - easy to use but powerful new shareware database system.

MUSIC & MIDI

MUSIC 1 - Noisetracker 1.5 - a popular soundtracker creator with samples & source.
MUSIC 2 - Samples disk 1. works with most soundtracker creators.
MUSIC 7 - Hacker voice sets and songs for use with Quartet.
MUSIC 9 - Midi Magnet, Chord Master, Keys KMP, TX81z, Satellite (High Res only).
MUSIC 11 - Arpeggiator, Zeppelin, MIDI Beat, Project, Jukebox, MKS-50 - any res.
MUSIC 12 - Henry Cash Sequencer, Composer - any resolution.
MUSIC 13 - Drum Patterns for Cu-Base in standard MIDI format - any resolution.
MUSIC 16 - Yamaha PSS790 Editor, includes loads of sample voices.
MUSIC 22 - Alchemie Junior 2.2 - sequencer with real-time, multitasking etc. High res.
MUSIC 23 - Sound Merlin - good ex-commercial program, Mozarts Dice Waltz - compose music without musical knowledge. High res only.
MUSIC 24 - Octalyser 8-track tracker - STE only, Protracker 2.1, YM Tracker.
MUSIC 26 - PSS Utilities disk, loads of programs including patch editor, librarian etc.
MUSIC 27 - Casio CZ sounds, 32-track sequencer, Kawai K1 editor, MIDI menu.
MUSIC 29 - Kawai K1 synth sounds.

EDUCATION

EDUC 1 - Kid Music, Kid Notes, Kid Piano, Kid Puzzle, Kid Graph, Rebus Writer.
EDUC 2 - Kid Grid 2, Kid Mixup, Kid Publisher, Kid Sketch, Kid Story, Kid ABC.
EDUC 6 - Maths Made Easy, Kid Shapes, Kid Shapes Plus, Race Cards.
EDUC 7 - Michaels Big Adventure - colourful graphics, easy to play. Age 8+.
EDUC 9 - Bodyshop, Computer School 2 & 3, Butterfly in the Park.
EDUC 12 - English Conjugation System, Pure Logic, Phonics, Key Capers.
EDUC 16 - Franglais 1 & 2 - French Tutors, Me First 2.0, Numbers, Slimming.
EDUC 18 - Spanish Verb Tutor, World at Risk, About the House, Perfect Match.
EDUC 19 - Computer School 4 - tests reflexes, memory, logic, coordination etc.
EDUC 20 - Easter Egg Hunt - pleasant adventure for 7-12 yrs without violence etc.
EDUC 21 - G.C.S.E. Higher Maths Grade Tutor, Franglais 3 - French Tutor.
EDUC 22 - G.C.S.E. Chemistry Tutor - all you need to attain grade 'C' or above.

C.I.A. WORLD FACTBOOK

Four disks crammed with information about the world, covering 247 nations and their populations. An absolute mountain of knowledge useful for research. Also covers weights and measures and contains a complete Chemistry Reference Book. Amazing!! EDUC 23-26.

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EDUC 27 - Mastertime - brilliant time tutor, Simple Cinema, Weather Time, Human
EDUC 31 - 1900's USSR - a very good interactive learning system.
EDUC 33 - Sample Time, Picture Time, Add Up - great learning programs just for kids.
EDUC 34 - Molsys, Geo Puzzle - learn the countries of all the continents graphically. 'H'
EDUC 35 - Math Circus, Ellie Mouse Colouring, Piggy Bank, Seaside - more kids programs.
EDUC 36 - Benjamin's ABC - teaches the alphabet using speech and pictures.
EDUC 37 - From Picts to Parliament - a textual and graphical look at British history.
EDUC 38 - Knowledge Vine Add Up - nice maths title in the form of an arcade/adventure.
EDUC 39 - Mini Magic Storybook - cut down version of the successful commercial packages.
EDUC 40-42 - World War II - look at life on the Home Front during the war. 3 disks. £5.00 'H'
EDUC 43 - Professor Clever 2 - teaches kids aged 5-11 about numbers, spelling and time.
EDUC 44 - Witches, Mice and Fairy Tales - collection of nice games for children.

PROGRAMMING

LANG 1/2 - Sozobon C Compiler release 2. Includes documentation, shell etc. £3.50.
LANG 3 - C Source code, loads of routines including documentation.

GNU C++ COMPILER 2.1

This five disk set is archived and will need to be unarchived to a hard drive before use. It also requires at least 2.5 meg of mermory. This is intended as a developers version - ie not for novices. LANG 5-9.

£8.00

LANG 11 - GFA Basic programs, includes runner program. ST Basic 1 programs.
LANG 13 - Professional GEM guide - 17 chapters of tutorial with C source.
LANG 16 - STOS Tutorial and various Basic programs.
LANG 24 - C Adventure Toolkit - the very best adventure creator available.
LANG 27 - GFA Basic v 2.0 - GFA Expert - a nice GFA Basic tutorial.
LANG 29 - STOS Tracker - adds a new set of STOS commands for Soundtracker.
LANG 33 - Coronado Enterprises C++ Tutorial 2.0 - 12 chapters + source.
LANG 35 - Ultimate GFA Database 1.7 - loads of references to GFA articles.
LANG 36 - STOS Extensions: Missing Link, Misty, Blitter, MIDI, STE, + 7 more!
LANG 37 - STOS Software pack 1 - millions (almost!) of routines etc.
LANG 38 - Robert Annets Source Code disk - from the author of Shockwave.
LANG 40 - Mospas Pascal Compiler and utilities.
LANG 41/42 - STOS 3D - brilliant extension allowing you to program in 3D. 2 disks £3.50
LANG 43 - A disk crammed to the brim with STOS ACB's.
LANG 44 - STOS Adventure Creator 1.03 - write your own graphic adventures. 'C'
LANG 45 - Heat 'n' Serve Sozobon C - a very easy to install version of this compiler.
LANG 46 - XLISP 2.00 - object oriented programming language with a huge 84k manual.
LANG 47 - STOS Basic source code disk - loads of routines by Martin Cubbit.
LANG 48 - STOS Extra Extension - adds about 52 new commands to STOS.
STOS 11 - The latest issue of STOSSER disk magazine, tutorials, articles, reviews etc.
BUPRO 2 - 68000 Programmers Library - hundreds of routs for games. £2.95.
BUPRO 4 - Moving Bytes 1 - more routines for screen effects, music, scrolls. £2.95.
BUPRO 16 - ST-68K Reference 3 - includes full data on ST internals, excellent. £2.95.

ARE YOU A PROGRAMMER?

We always endeavour to get the latest software into our collection as it becomes available and usually the fastest way to do this is to obtain the software straight from the author. If you have written something which you think is worthy of inclusion then send us details and if we like it then we will contact you to arrange a swap.

BEGINNERS GUIDE TO STOS BASIC

This is a complete programming course for all ST/STE's consisting of a 618 page, ring bound course manual plus two double sided disks with over 190 programming examples! 26 chapters will take you through step-by-step how to create shoot em up's, art programs, junior educational programs, GCSE maths programs, databases, word processors, music programs, and much, much more. Recommended retail price is £39.95 plus postage but we are doing it for an amazing £29.95 plus postage (£3.00 UK only). Read the box below for details of our unmissable EXCLUSIVE software mega-pack!

£29.95

STOS PD SOFTWARE MEGA-PACK!

This is a collection of seven double sided disks selected from our library especially for their value to STOS programmers. We are offering this pack EXCLUSIVELY to customers of the Beginners Guide to STOS Basic (as above) at the amazing price of just £6.95! This pack consists of LANG 29, 36, 37, 41, 42 & 43, STOS 11 which contain an upgrade to the latest version of STOS, tons of STOS extensions, including the latest STOS 3D, ACB's mountains of source code and the latest issue of STOSSER magazine which are crammed to the brim with articles, hints & tips, tutorials, routines and many freebies. NOT TO BE MISSED!!

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Easy Text Professional DTP (1 Meg+)	£35.95
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PD ZONE

BRAINSTORM JPEG DECODER

ATARI ST REVIEW BUDGET BUY

FLOPPYSHOP • DISK NO: F.4368 • £3.00 • MEMORY: 1MB • FREEWARE • FALCON ONLY

IN BRIEF: Unless you've kept your head buried in the sand for the past year, you are probably well aware of the fact that the Falcon has a digital signal processor buried beneath its casing. This holds out exciting possibilities for digital audio, but it can also be used to accomplish other tasks at blistering speed.

The *Brainstorm* decoder puts the DSP into action on decompressing JPEG image files. This process takes forever under normal circumstances, but with the decoder installed that finger-tapping wait is reduced drastically – and I mean drastically! Full screen pictures that previously required 40 seconds are deciphered and displayed in less than 11 seconds and the bigger the picture, the greater the benefits! Naturally, software has to be modified to take advantage of the utility, but many modern programs are on the "ready and waiting" list – *GEMView 3* for example.

Reduce minutes to seconds with the super-fast Brainstorm JPEG decoder – thanks Atari!

Quite a number of graphics packages already support the DSP decoder including GEMView 3 and Studio Photo from Compo.

ST REVIEW COMMENT: "If you only buy a single public domain utility for your Falcon this year, make this the one. It really shows off the power of the DSP and makes the machine many times more productive when dealing with JPEG images."

✪✪✪✪✪

MFSFM

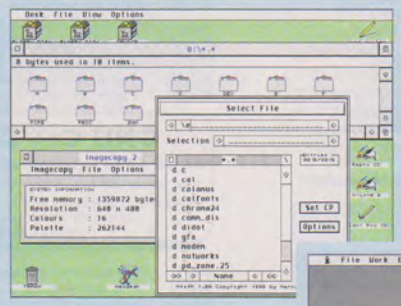
FLOPPYSHOP • DISK NO: F.4255 • £3.00 • MEMORY: 2MB • SHAREWARE • FALCON (MULTITOS) ONLY

IN BRIEF: For years Mac owners have enjoyed the benefits of extra-long filenames, and the release of *MultiTOS* means that it might soon be possible to achieve similar things on the Falcon. The trouble is, the standard GEM file selector with its rigid, eleven character display just isn't up to the job. Wait a minute, is that an answer I see rolling in from Floppyshop?

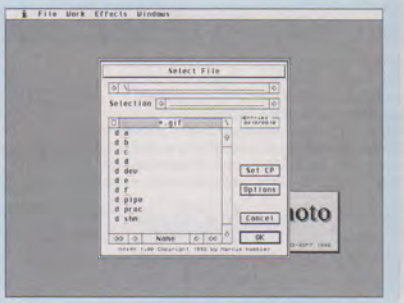
The attractively titled *MFSFM* is a replacement file-selector designed specifically to deal with UNIX-style (that is, long) filenames. The first change you notice is the width of the selector box – up to 20 characters can now be accommodated with ease and a horizontal scroll bar allows access to even longer filenames. The drive buttons are replaced with a "U" directory which permits access to any device, including all of your old TOS disk drives and partitions.

ST REVIEW COMMENT: "If you are already preparing for the day when you can describe your files properly, *MFSFM* is worth picking up. It's a bit low on features when compared with *Selectric*, but for the first of a generation it's not half bad."

✪✪✪✪



The Falcon takes one step closer to full-length filenames with the release of MFSFM, but only under MultiTOS.



The new file selector works perfectly well with standard TOS partitions too – just pop the program in your AUTO folder and forget about it.

TCB TRACKER FALCON

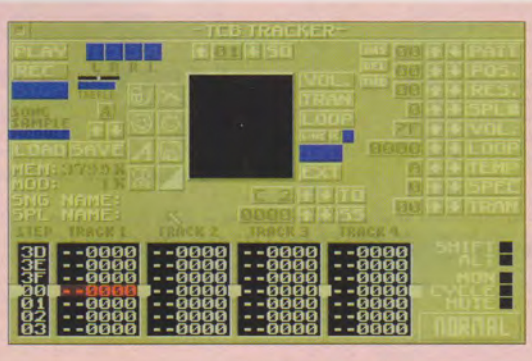
FLOPPYSHOP • DISK NO: F.4261 • £3.00 • MEMORY: 1MB • SHAREWARE • FALCON (RGB) ONLY

IN BRIEF: As the Falcon begins to take a hold on the market, more and more programs are being upgraded to take advantage of its unique abilities. The *TCB Tracker* is the latest package to make the jump across to '030 land, and to look at it is no different from the ST version. The interface remains exactly the same, there are no more sound channels to play with and it still only runs in low resolution – so much for advancement! In fact the only difference you will find is in the general quality of the sound, and a nice little boost in the screen redraw speeds of course.

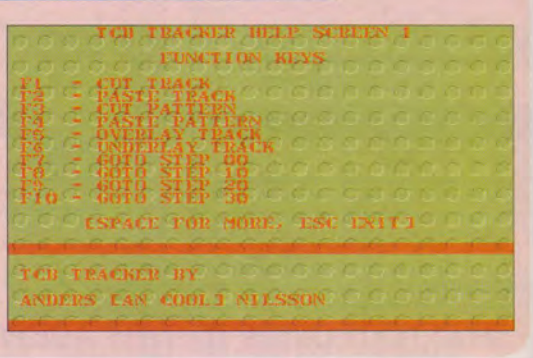
It's still a very natty program to work with and remains one of the best soundtrackers available, but at the end of the day, it's an ST music package running on the Falcon – nothing more, nothing less.

ST REVIEW COMMENT: "The *TCB Tracker* is best bought for compatibility reasons. It's ideal for those who have upgraded to the new machine and want to keep their old module collection, but doesn't really harness the power of the Falcon."

✪✪



TCB Tracker Falcon is identical to the ST version in every way, aside from the sound quality which is improved slightly – big deal!



Hey – it's not always that easy to get two different grabs for a review you know. Here, have a look at the TCB help screen...

CUT OUT 'N' SEND COUPONS

Just think – all you need is a pen, an envelope and a pair of scissors to set any of these coupons winging on its merry way...

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P.O. Box 273,
Aberdeen,
AB9 8SJ

ATARI ST REVIEW

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Staffs,
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Heanor,
Derbyshire,
DE75 7YP

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- ❑ BLUDGEON! £1.50
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T. S. C.,
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- ❑ OMEGA II UTILS £3.50
- ❑ NC-100 SOLUTIONS £2.00
- ❑ CONNECT 2.44 £1.75
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New Age PDL,
P.O. Box 30,
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Essex,
SS9 4AD

ATARI ST REVIEW

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- ❑ FASTBASE 2.4 £1.50

Caledonia PDL,
250 Oldtown Rd,
Hilton,
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IV2 4PT

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- ❑ SALES CONTROLLER £2.50

SHORT CUTS

A couple of pieces of Falcon hardware and a good clip art collection head up our short reviews this month.

PRODUCT NAME	RATING
MARCEL	✪✪
MONITOR SWITCHBOX	✪✪✪
VECTOR CLIP ART – SET 1	✪✪✪✪
FALCON DIGITAL INTERFACE	✪✪✪

SCORING

All products in this section have a rating out of five stars.

- ✪✪✪✪✪ = *An absolute essential for your computer.*
- ✪✪✪✪ = *Great product – well worth investing in!*
- ✪✪✪ = *Nice item – but you could live without it.*
- ✪✪ = *Not really – unless it happens to be your cup of tea.*
- ✪ = *Definite turkey – avoid like the plague!*

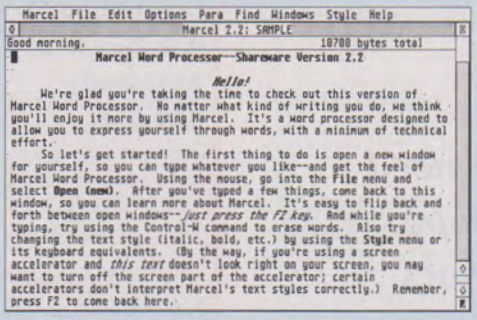
PRODUCT:	MARCEL
CONTACT:	LOCAL BBS/PD LIBRARIES
PRICE:	SHAREWARE £10
RATING:	✪✪

MARCEL

Review by Mike Robinson

Originally intended to be a full commercial program, *Marcel 2.2* has just been released as shareware. This American-born word processor sports full editing features, imports a host of file formats and even supports the GEM clipboard. *Marcel* also has a built-in spell checker and some other useful features.

The program makes limited use of GEM. While text is entered and viewed in a window, most functions such as Search and Replace use the window info line for input. Selections from the menus present you with a command line at the top of the window for further input. This is rather awkward but has the advantage of not requiring the mouse. On the whole, the user interface is rather dated and restricted.

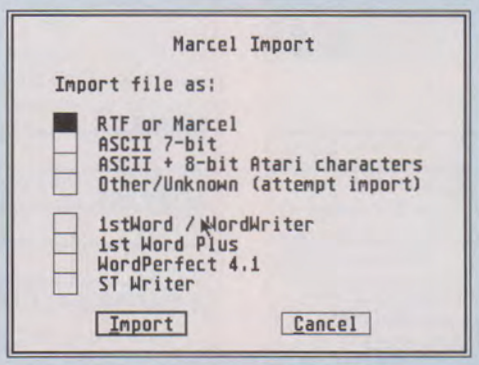


No manual – a sample document is included, outlining Marcel's main features. Registered users receive a printed manual.

WYSIWYG display is limited to the system font and the use of bold, underline and italic effects. There is no choice of fonts or *GDOS* support; printout is limited to a printer's built-in fonts via user configurable printer drivers.

File import and export facilities are impressive and include *1st Word* format, several ASCII varieties and even Rich Text Format (RTF). Text editing facilities include full cut, copy and paste, paragraph indent, find/replace and selection of text with the mouse.

While *Marcel* is certainly usable, and is indeed good value for money at only £10, it is very disappointing in many respects. It is clearly evident that the programmer is out of touch with the standard of software on the ST these days. *Marcel* may have been considered a good program, say, five years ago, but with more powerful programs available in the public domain, it simply fails to compete. Having said that, it does have the advantage of being a shareware product so that you can try it out and make up your own mind.



Duty free – Marcel features impressive import and export facilities.

GASTEINER MONITOR SWITCHBOX

Review by Andrew Wright

If you're a Falcon owner struggling with the logistics of moving your various mono, colour and VGA monitors around on your desk, you'll no doubt be interested in the latest gadget from Gasteiner. It isn't the most streamlined piece of equipment on the market, being a small black box some three inches long by less than two inches wide with two leads attached, but it will take the strain if you're constantly switching your display from one monitor to another.

The new gadget is called a Monitor Switchbox and it has sockets for Atari mono and colour monitors, such as the SM124/5 and the SC1224, as well as standard VGA and SVGA monitors and an ordinary TV set. There is an audio socket too.

Switched on – the monitor switchbox takes the strain if you're using a Falcon with more than one monitor...

There's a 15-pin female socket for VGA monitors on one side and two 13-pin female Atari monitor sockets on the other side, alongside two phono-style sockets for TV and audio. The box itself plugs into the Falcon's video port via an 18-inch long thick grey cable. Unlike ST monitor switch boxes, the Falcon version needs a power source and this is achieved by using a long, thin, blue wire that leads

from the switch box to a male plug for one of the Falcon's paddle ports.

Once all your monitors are plugged in, you can switch between them using a simple three way switch mounted on one side of the box. Although there's no manual or data sheet, and the switch isn't marked so making it a trial and error process until you get used to it, there's very little else to it. I tried the switchbox on two VGA monitors. One was perfect, the other somewhat faint which may have something to do with the resistors inside the switchbox itself.

All of this might sound a little unsightly but if you're regularly switching from one monitor to another, it will save a lot of wear and tear – not only on your Falcon's video ports but on the delicate monitor connections too. If the price sounds high, don't forget that the Atari adaptors, which this switchbox replaces, are at least a tenner each. If it saves your connectors and port, it has to be worth considering.

PRODUCT:	**FALCON MONITOR SWITCHBOX**
CONTACT:	**GASTEINER**
TEL:	**081-345 6000**
PRICE:	**£69.95**
RATING:	✪✪✪

VECTOR CLIP ART – SET 1

Review by David Nilson

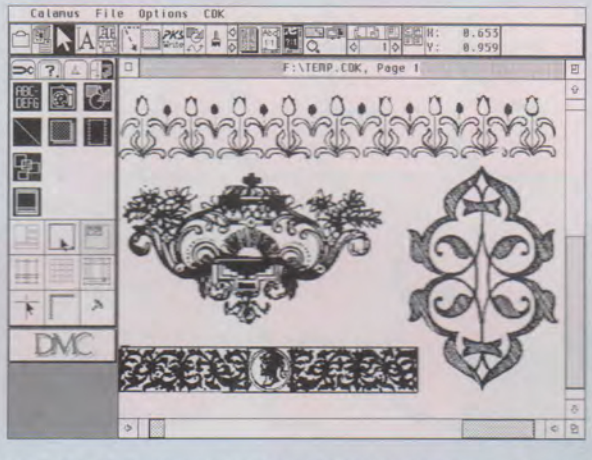
How many times have you imported a classy piece of clip art into your desktop publisher only to find that it looks like a badly arranged pile of bricks when it eventually arrives in print? The problem is all down to bitmapped images and the only easy solution is to switch to a vector format.

Goodman's *Vector Clip Art* collection comes spread over 5 double-density floppies. It comprises over 400 files and is available in either GEM or Calamus .CVG format – in other words, the whole set is compatible with just about any desktop publisher you'd care to throw it at, including *Timeworks*, *Calamus*, *PageStream* and *Easy Text Professional*.

In terms of subject matter, varied is the name of the game. The first two disks are largely decorational in theme. There are ornate flowers, interesting abstracts and plenty of statue images too. Although these make nice space fillers, it's hard to think of a place where they would look completely at home, save for a magazine specialising in architecture.

Thankfully, the remaining disks in the set lift affairs to a more practical level. Two are concerned with icons, covering everything from business to holiday topics, and there's also a nice collection of football pictures. A few elegant borders are thrown in for good measure and the last disk is an assortment covering a wide variety of topics. Most of the images are relatively simple, but be warned – some of the larger specimens can take a while to display on screen. It's not a criticism of the set as such, just the price you have to pay for quality.

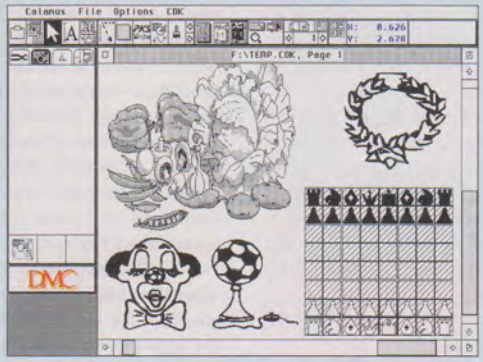
From a practical standpoint, the first thing you notice is the lack of sensible filenames. All are nothing more than figures and it's practically impossible to remember which pic is which from one session to the next. A printed catalogue would



Quality in print – a lot of the detail is lost here, but rest assured that the printed output is superb.

be a big bonus, even if it did push the price up a little. One big benefit of the vector format is the modest amount of memory occupied by each picture – the most complex picture is well under 100Kb and most average around the 10Kb mark.

In short, there's something here for everybody. As a whole, the collection may not be quite as practical as some, but the quality is superb and the only real drawback is the lack of descriptive filenames.



Useful inclusion – in addition to the mass of decorational art, there are plenty of good quality, practical images.

PRODUCT:	**VECTOR CLIP ART – SET 1**
CONTACT:	**GOODMAN INTERNATIONAL**
TEL:	**0782 335650**
PRICE:	**£7.95 (STATE FORMAT)**
RATING:	✪✪✪✪

FALCON DIGITAL INTERFACE

Review by Ofir Gal

The availability of *Cubase Audio* on the Falcon has greatly helped increase the latter's popularity. It brings a powerful digital editing and recording system within the reach of many musicians. However, one of the major complaints about the computer is the quality of the audio converters. While suitable for normal use, they simply fall short of professional requirements. The Falcon Digital Interface (FDI) from Steinberg solves this problem by bypassing the converters altogether, allowing direct cloning of any digital source from a Digital Audio Tape (DAT) recorder or CD player with digital inputs and outputs.

The interface comes with a short lead that connects to the DSP port at the back of the Falcon, replacing the *Cubase Audio* Clock and allowing the FDI to sit on your desk away from the Falcon. The device is well built and supports both coaxial and optical inputs and outputs. A disk is included containing a small Auto program to initialise the device, so that *Cubase* can recognise it, and a DAT backup program. This allows you to back up Audio files directly to DAT in real-time; a ten second sample takes ten seconds to back up.

FDI works miracles with *Cubase Audio*. Suddenly all the hiss and extraneous noise is gone and you are left with clear digital sound – the choice of DAT machine now determines the quality and even the cheapest models have superior audio converters to the Falcon. By using the inputs and placing it into record mode, a DAT recorder can now be used to record line instruments in the digital domain. However, not all DAT players will co-operate as some are programmed to exit record mode after a few minutes.

Two moans. First, the documentation – or lack of it; there is no printed manual, just a very long *read.me* file on disk. The other is the inflexibility of *Cubase Audio*. If a 48kHz semi-pro DAT machine is connected to the input for data transference, the machine must continue to be connected for play-back to occur correctly. The documentation mentions that the next version of *Cubase Audio* will support more sampling rates, including 48kHz, which will solve this problem. Other than that, this is a simple device although certainly on the expensive side.

Music by numbers – serious Cubase Audio users are likely to need the Falcon Digital Interface...

PRODUCT:	**FALCON DIGITAL INTERFACE**
CONTACT:	**HARMAN UK**
TEL:	**081-207 5050**
PRICE:	**£349**
RATING:	✪✪✪

In his continuing series aimed at giving you expert control over your ST, Andrew Wright looks at the all-important task of making back-ups...

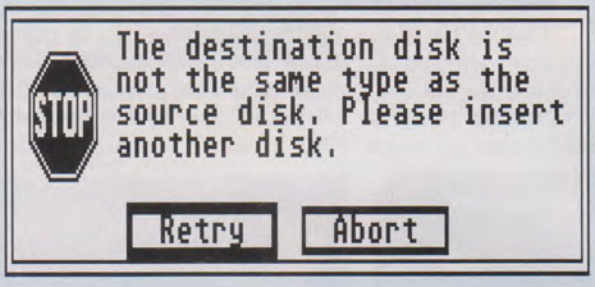
BEAT THE SYSTEM

PART FIVE: COPYING DISKS

Having progressed to the point where you've probably got several different boot disks, it's about time we looked at disk copying.

This is a source of some considerable confusion to many ST owners, mainly due to the multitude of different disk formatting options and the different ways copying can be carried out.

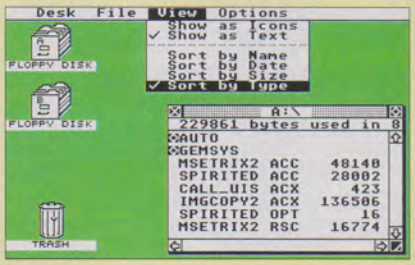
Disk copying is an essential skill to master. Once you learn to copy disks you can back up most of your masters, including your all-important data disks, and keep them somewhere safe in case the worst happens. If you've tried copying



A puzzling dialogue. They're both blue and they're both 3.5 inch disks – what more does it want?!

SORTING YOUR FILES

If you look closely under the View menu, you'll find some options for sorting your files. However, the fact that they're sorted by name, size, type or date doesn't change the order in which they are kept on disk – it only affects the order in which they are viewed in the relevant window. You can use this option to your advantage when you're searching for certain items.



Sort by... your selection!

If you happen to have a Mega ST or an ST/STE with a hardware clock attached (see our special offer pages if you fancy one), sorting by date is useful. The newest files are displayed at the top of the list – if you keep this option selected, the last documents you worked on will always be close at hand.

Sorting by size places the largest files at the top of the window; sorting by name puts them in alphabetical order with A at the top and Z at the bottom.

Sorting by type is another alphabetical sort but this time using only the three letters after the dot, otherwise known as the file extender. The latter is the best option for day to day use as like files are always grouped together.

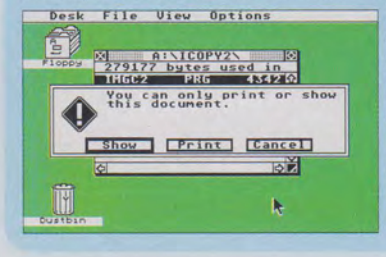
WHEN THE SYSTEM FALLS DOWN

Most of you will have heard of bugs, the slang term for errors in a program. Unfortunately they're not restricted to programs loaded from disk. The ST's operating system is a program too, and has its own share of bugs. Most of them are widely known but that doesn't make them any the less irritating!

FAULTY FOLDERS

Perhaps the most famous ST operating system bug is the one to do with folders. Every time you open up a folder, certain data (the associated directory and File Allocation Table) is copied into special buffers set aside in the ST's memory. When you close the folder, TOS should clear that buffer but in TOS 1.02 and earlier versions it doesn't – somebody didn't program it properly. As a result, the ST crashes after 40 folders have been accessed in a single session. The problem is cured in TOS 1.04 and later versions to some extent but there is still a limit of between 100 and 120 folders that can be accessed in a session.

A tiny patch program called *FOLDRXXX* can be installed in your AUTO folder to raise the limit up to 999 folders if you want, though this is really only likely to benefit hard drive owners as floppy owners will have to work pretty hard to use that many folders. Whether you use it or not, a quick reset once in a while isn't a bad idea as this flushes the buffers completely.



If at first you don't succeed....

SLIDING AROUND

The slider bug is more noticeable in some programs than in others. When you move the mouse over to the slider bar, intending to click once on the grey area to move the window contents up and down, TOS 1.04 and the STE TOS 1.6x will occasionally interpret the single click as a double click and move the slider bar two notches instead of one. There's a small patch program called *BUTTNFIX* that removes the problem.

NO GO

Another occasional bug rears its head when you try to run .PRG files by double clicking on the icon. Once in a while, TOS will fail to spot the .PRG extender and offers you the Show/Print/Cancel dialogue box instead as if it were an ordinary text or binary file. If this happens, select "cancel" and repeat the operation until it works. As it is so infrequent, it isn't really worth patching, but it's just as well to be aware of it.

disks unsuccessfully in the past, the chances are that you will have come up against puzzling dialogue boxes. Before we look at the right way to approach the subject, let's look at the way disks are formatted, as this has a direct bearing on the problems that new users come up against.

THE FACTS

A brand new 3.5 inch floppy disk has no structure on it so it can be used in any machine that uses 3.5 inch disks. However it has to be formatted before information can be written to it. GEMDOS, the part of the ST's operating system that handles disks, formats a floppy disk so that it has 80 tracks, each of 9 sectors. A double-sided disk will thus have 80 lots of 9 sectors on two sides, giving a total of 1,440. As 512 bytes of information can be stored in each sector, this gives us a storage capacity of 737,280 bytes. However, one track per side is used for information about the layout of the disk itself which leaves us with 1,422 sectors or 728,064 bytes for our data. In fact, there's a bug in TOS that hides 2,048 bytes from the operating system so if you format a blank, your ST will report only 726,016 bytes free. So what's a few bytes between friends?

Now it is possible to make more room on a floppy disk simply by increasing the number of tracks and/or sectors. The *ST Review* cover disk, for example, has 10 rather than 9 sectors on each track, allowing almost 100Kb more to be squeezed onto the disk. Unfortunately if you try to copy the cover disk onto a blank disk formatted in the normal way, you will end up with the dreaded error message – disks have to be of the same type for the desktop copying operation to work.

The answer? Format the destination disk with the same number of tracks and sectors as the original. Unfortunately the desktop dialogue box offers no options at all when it comes to formatting disks – you either format single or double-sided and that's that.

There are special formatting utilities that will format disks with weird and wonderful formats, all the way up to 86 tracks and 12 sectors if you really want to live close to the edge!

The problem is that you are unlikely to know how a given disk was formatted. The better option is to look for a good utility that both formats and copies disks, whatever format the original. The best bet is probably *Fastcopy Pro*, a commercial product from the FaST Club (0602 455250), but there is a good freeware version called *Fastcopy 3* on Disk UT.110 from the same source.

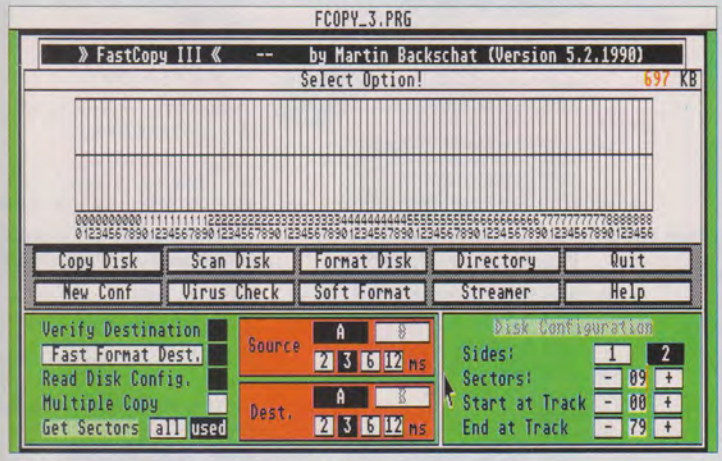
BACKING UP

To back up a disk, make sure you choose the following options. On the left select "Get Sectors Used" (this copies only the sectors that are actually in use so saving time), "Read Disk Config." and "VerifyDestination" (this is a double check to ensure accuracy). "Fast Format Destination" is an option that can speed up disk access.

Click on the Copy Disk button, put the source disk in the appropriate drive and then click on "OK" in the dialogue box. As the disk is read, the bars on the display are coloured light green. At some point you will be asked to insert the destination disk (more than once if you have a 520) and the written sectors will be displayed in black.

Other features of *Fastcopy* make it even more attractive. By deselecting "Read Disk Config." the program can be forced to format a destination disk with the number of tracks and sectors specified on the right hand side of the screen. This means you can copy the contents of a single-sided disk onto a disk with an extended format, making more room for data files and so on.

Place your single-sided disk in the drive, deselect "Read Disk Config.", set the destination format to 80 tracks and 10 sectors and copy the disks in the usual way. Your single-sided disk with, for example, 300Kb of data and very little free space has now been copied onto a double-sided disk with over 450Kb free space on it!



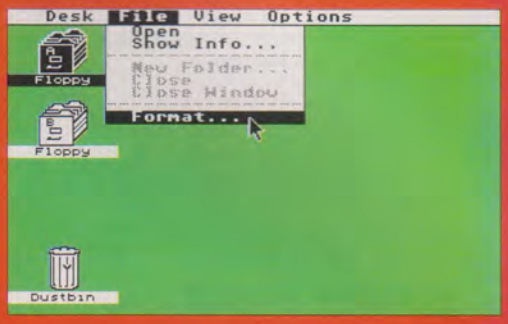
Way to go – Fastcopy 3 about to be set into action...

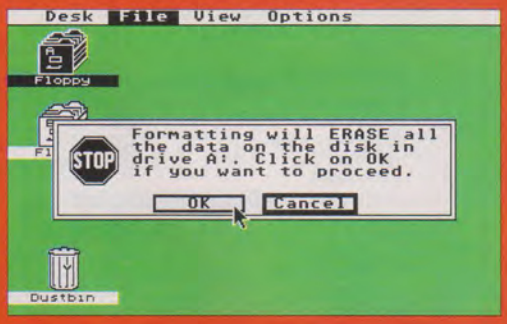
STEP BY STEP

COPYING DISKS VIA THE DESKTOP

Four steps to duplicate disk heaven...

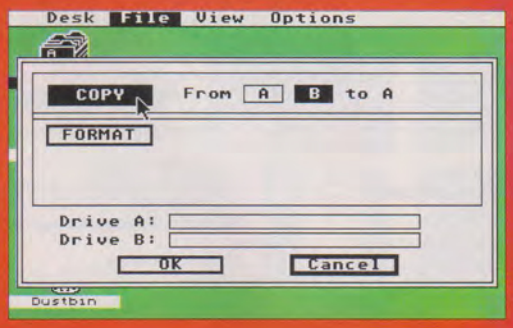
1 *To copy a floppy, select the drive A icon and click on Format... under the File menu.*





2 *Click on "OK" when the warning dialogue box appears.*

3 *Now select the Copy option in the dialogue box. By default, disk B will become your source disk unless you select disk A by clicking on the relevant box.*



4 *You will be asked to insert disk B, your source disk, and the information will be read from the disk and stored in the ST's memory. When the information has been read from your source disk, you'll be asked to insert the destination disk. Note that if you have a 520 ST/STE, you may find that you have to swap disks more than once as there isn't enough free memory to store a whole disk's worth of data.*

Greensward House,
The Broadway,
Totland, IOW,
PO39 0BX

TEL: 0983 756056
FAX: 0983 755800

MT SOFTWARE

PUBLIC DOMAIN, LICENCEWARE, SHAREWARE FOR ATARI ST/STE

Disks: 1=£2.50 2-5=£2 each 6-9=£1.80 each 10-19=£1.60 each 20+=£1.40 each

5 Disks = £10 10 Disks = £16 20 Disks = £28

THE A-Z OF PD, LICENCEWARE + SHAREWARE

Our printed A-Z Guide details all the disks listed below plus many, many more. The guide is supplied FREE WITH ALL ORDERS. If not ordering then please send 3 x 1st class stamps.

ACCOUNTS
U141 Biz Accounts (Demo)
U140 Accountability
U722 Invoice Master
U34 Double Sentry Accounts

AMATEUR RADIO
C679 Morse Tutor
C13 Hambase (Mono)
C11 PK232 Fax (Mono 1Mb)
C10 Packet System

ART & GRAPHICS
A703 Printing Press (English) (Mono 1Mb)
A704 Printing Press Support
A684 Ramworld 2
A680 Clip It
A692 Picswitch 1, Paintpot
A736 Gemview
A737 Pad (Mono 1Mb)
A78 Electronic Art
A77 Mini Draft
A73 PChrome
A72 Crack Art (1Mb)
A71 Art Tutor (1Mb)
A70 Autoplay
A66 View Gif
A64 KDoodler
A63 Colourburst II
A61 Electronic Image
A59 Mandelbrot Adventure
A58 Fractal Chaos
A50 Image Manager
A44 Sprite Studio
A43 Low Cost Cad (Demo)
A36 Format Converters
A34 Animate
A32 Hypertext
A31 St Cad
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A20 Fractal Zoom
A18 Printmaster Library
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P49 C Database Toolkit
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P55 Gem Classics
P40 Gemdos Users Guide
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P653 V3 Music Source Code
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P63 GFA Expert
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P58 GFA User Source Code
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P727 Guide to Writing STOS Extensions
P675 STE Source Code
P75 Rasters + Borders Code
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P34 Command Reference
P22 STE Upgrader
P61 Stos Sound FX
P53 Stos Speaktext
P47 Stos Sound Tracker
P46 Shoot-'em-up kit
P45 Stos Programs

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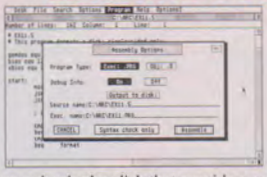

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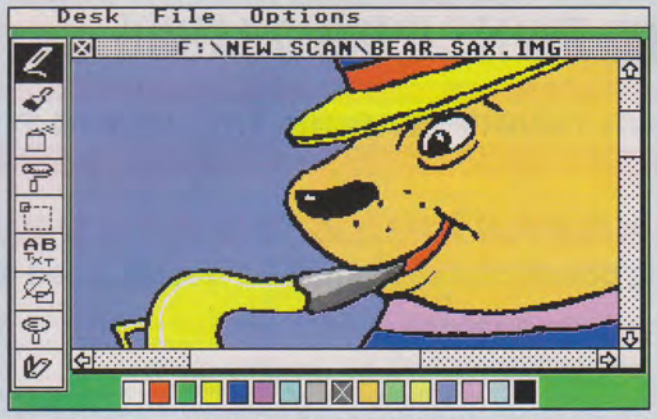


Hyper Paint can load .IMG files and add colour to scanned mono pictures. The Fill is only effective in the visible area so be prepared to scroll around. The resolution difference means that the picture appears much bigger than in mono.

FINE ART

This month, Keith Berry looks at getting the best out of Atari's Hyper Paint package...

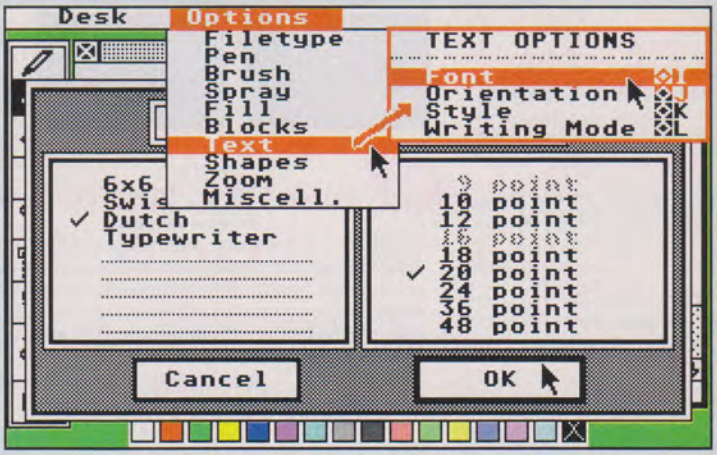
Distributed by Atari, *Hyper Paint* has been bundled with the STE as part of the Family Curriculum 2 pack for some time and so is probably to be found in more software collections than any other graphics utility.

It is usable on any ST or STE system, irrespective of memory size, and in all three resolutions. GDOS must be installed or it will refuse to load files, displaying a complaining dialogue box to that effect. Support is there for several selectable file types: Neochrome, Degas (compressed and normal) and .IMG files.

This latter facility is probably its most useful feature. An .IMG file, unlike the others named, is not confined to its originating resolution, so that a file drawn or scanned in monochrome can be loaded while in medium or low resolution. This enables such an image to be coloured from within *Hyper Paint* and edited using its Magnifier. This is one the best in the business, allowing as it does the selection of colour, magnification level and screen position, all without leaving the zoom facility. The resulting picture when saved becomes an XIMG colour .IMG file, which can be output to a colour printer using a program such as *ImageCopy*, though there may be problems matching the colour palettes.

DIFFERENT SCREENS

There is a "Workstation Management" screen which handles up to ten workscreens, and you can move

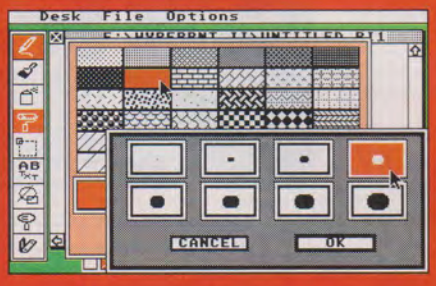


If you have a suitable GDOS driver for your printer you can output pictures and text. Select Text from the Options menu and then Font from the Text Options one to choose a loaded GDOS font and its size. Attributes can be changed by selecting Style from the same menu.

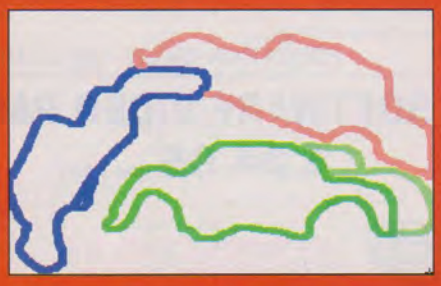
STEP BY STEP

WHAT A LOAD OF OLD RUBBISH!

If you've ever had to search around a scrapyard, then this picture will bring back fond memories...



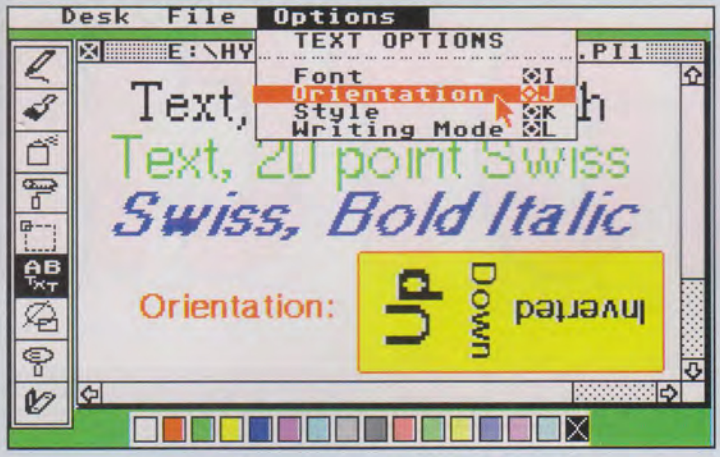
1 *Double left-clicking on the Fill (paint roller) icon leads to the Pattern menu. Select the solid fill near the upper left. A double click on the Pen icon lets you select the width of the pen; for this drawing select a medium sized one.*



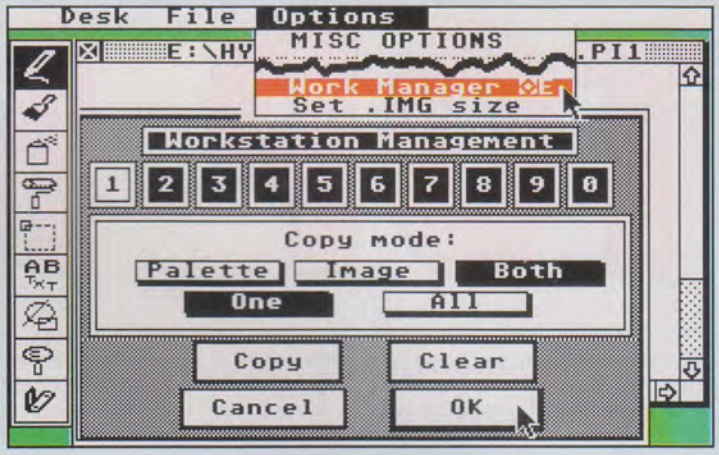
2 *Let's attempt to portray the starkness of a scrapyard. After choosing suitable colours from the palette at the foot of the main screen, draw simple outlines of three scrap cars in a heap. The full screen display is obtained by pressing the right mouse button.*

5 *Select the Airbrush (Spraycan) icon and double click on it to adjust its range and flow. Select a brown shade and spray on areas to depict rust. Use white and a shade of grey to spray pebbles on the plain grey area of ground.*

6 *Select Cut Block, press the right mouse button for full screen and grab the whole screen area. Locate the floating screen back into position and click again to paste it down. Select black, choose Outline and click inside the screen area.*



By selecting Orientation from the Text Options menu you can add text to your pictures in all four compass directions simply by selecting the relevant arrow icon from the menu (not shown here). Colours can be selected while entering text or solid filled later.



Up to ten screens (called "Workstations") can be employed, each with its own palette if necessary. Pressing <Alternate><E> for the management screen shown allows you to copy the palette, image or both from your current screen to the one selected from here.

from one screen to another simply by pressing the ST's function keys, but only screen 1 can handle .IMG pictures larger than screen size. Sections from screen 1 can, however, be cut by the block function and copied to other screens. The palette of a newly-loaded picture file does not affect the pictures already in other screens.

The size and shape of screen 1 can be set from a choice of four alternatives and text can be added to provide a simple "DTP" page of text and graphics. If you have a suitable GDOS driver for your printer, you can use the supplied *Output* program to print such a page.

A later version, *Hyper Paint 2*, makes use of the STE's extended colour palette. The limitation of sixteen colours remains, but sixteen shades of a single colour are now possible, filling in the gaps that were jumped by the earlier ST models.

HINTS 'N' TIPS

In use, a simple right click toggles you back and forth between the full screen mode and the GEM drawing window with its icons and drop-down menus.

Most functions can be implemented in full screen mode by means of the <Alternate> key and various keystrokes, which are shown in the drop-down menus. It's a good idea to write these down as they are simply in alphabetical order with no reference whatsoever to the feature they serve; <Alternate><V>, for example, represents "Outline"!

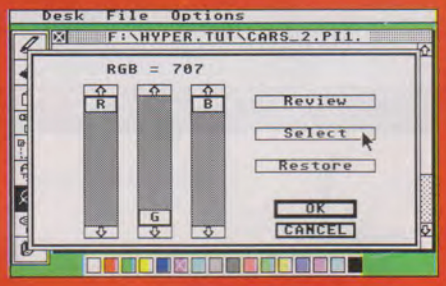
There are some interesting block functions but an idiosyncrasy is that most are greyed out in the menu until a block is actually cut out of the picture. After a Cut, the Paste function operates automatically and the floating cutout has to be carefully clicked back exactly into place. If not, a subsequent Outline function, for example, will work on the image in the location where the image *was*, not where it is now!

The Smooth function blurs the image, and an idea for a picture immediately suggests itself. A background is drawn in "Workstation 1", the whole screen picture is subjected to the Smooth block function – you can activate it more than once to increase the effect – and the foreground is drawn separately in another workstation but with the same palette. The detail in this screen is subjected to the Outline function to sharpen it up, and then Cut and Pasted to Workscreen 1, with the aim of producing a sharp foreground that visually stands out from its background.

Enhance the difference by using cool colours (blues) in the background and warmer colours (reds, oranges) for the foreground. Save each stage to disk for security, and if the Cut section blots out too much of the foreground, check that Transparent is selected in the Block Function menu Paste mode.

If your copy of *Hyper Paint* has remained largely unused since its brief examination when you first bought your computer, whip it out and have another look, particularly if you have some mono .IMG files to play with...

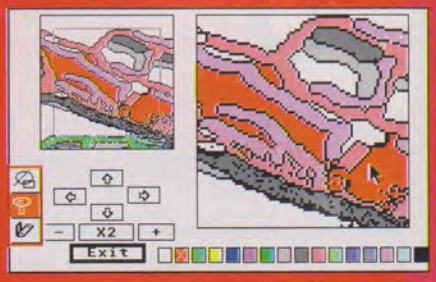
3 *Add extra detail. Check that there are no breaks in your outlines and click on the Fill (paint roller) icon to obtain the Jug mouse pointer. Fill blank spaces with a selected colour by positioning the jug's spout over them and left clicking. Press <Undo> should any fills leak out.*



4 *To obtain a new colour, double click on an unwanted one. Either move the sliders to alter the RGB values or click on Select to choose from the available range.*

7 *The full screen view showing that each coloured area is outlined in black, hence the thicker than usual pen width. Repeat the Outline command several times, clicking in different parts of the screen, to affect all areas.Experiment with outlining in other colours.*

8 *By selecting the Magnifier/Zoom icon you can make fine changes. The plus and minus boxes vary the magnification power while the arrow boxes let you scroll around the screen in small steps. Colours can be selected from within zoom mode.*



TOP NOTCH

This month, Ofir Gal looks at how to get the most out of WinX, a utility that ST Review gave away with issue 21...

The last two issues have concentrated mainly on utilities for hard disk owners. So to balance up the score, the next few instalments of Top Notch are dedicated to utilities that will greatly enhance your system, regardless of the setup.

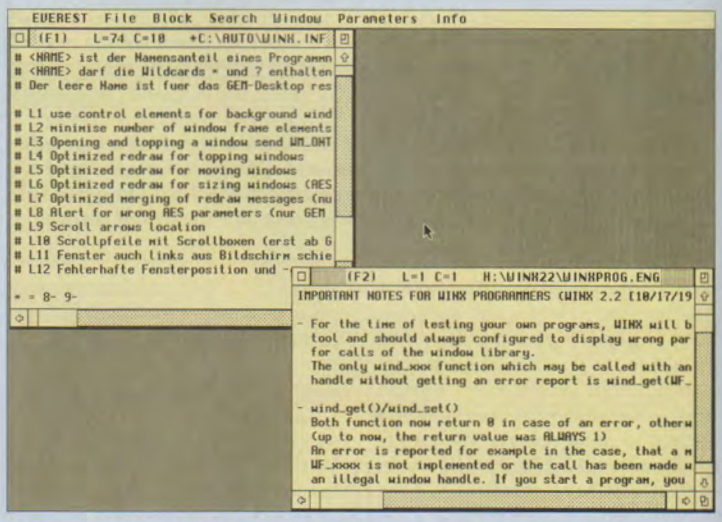
WINX

Pronounced "win-ex", this system patch is becoming increasingly popular and some programmers even go to the length of including it with their programs. But what is *WinX* all about?

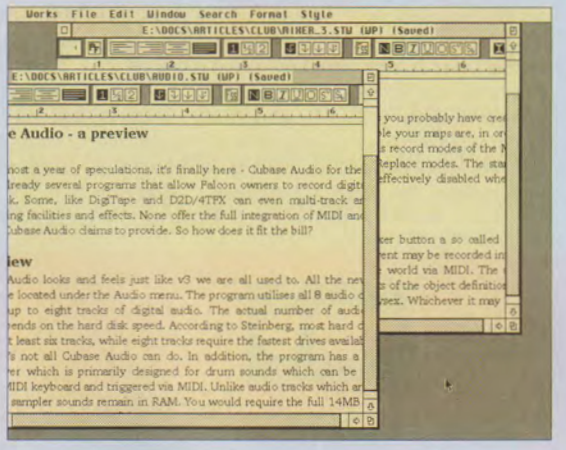
It works by altering GEM, the part of the operating system that provides you with the desktop, windows, dialogue boxes, menus and icons. To provide a program's visual side, a programmer can ask GEM to do the hard work. This in turn provides a consistent interface which is easy to learn but limits programs to the features that GEM is capable of. Adding extra features is very difficult. The classical example is the maximum limit of seven windows – there is no easy way of getting more windows on screen. This problem exists in all versions of TOS except TOS 4.0x on the Falcon, where the number of windows is limitless. Or maybe not – Falcons tend to lock up after displaying the fifteenth window!

WinX has many features, including an increase in the number of windows to 40. In addition, *WinX* supports all the latest AES enhancements, which brings many of the Falcon's advantages to older TOS users, and has the advantage of optimising screen redraws, effectively speeding up the display a little. Windows can be moved off the left side of the screen and you can even scroll and move background windows without having to make them active first. *WinX* also cures an annoying bug that appears in several TOS versions including 2.06, 3.06 and Falcon TOS.

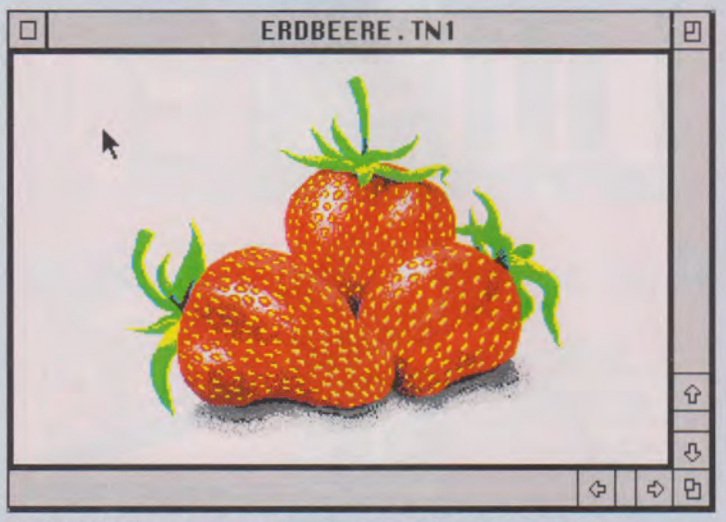
This bug prevents you from scrolling text in a window that belongs to an accessory like *STeno* or *SpiritEd*. In short, installing *WinX* is



Activating (or "topping") the window on the left causes it to fully redraw. With WinX installed, only the hidden overlapping region of the window is drawn.



WinX allows you to move windows off the left edge of the screen. Perhaps MultiTOS will catch up one day...



Under WinX, you can use local switch 10 to position the scroll arrows at the bottom corner of the window.

DESKTOP BUG

The new desktop, featured in TOS 2.xx and later, is certainly a great improvement over the old one. You can now place icons on the desktop and launch programs by dropping a file on its desktop icon – all useful stuff. The new desktop even has keyboard shortcuts.

But there is an annoying bug in the limit of the size of the *NEWDESK.INF* file, where all the icons and keyboard assignments are stored. If this file exceeds 4Kb, strange things start to happen. Symptoms range from keyboard shortcuts getting scrambled to alert boxes with the message "System out of memory" appearing, even if you have plenty of RAM left.

All of this can be avoided by installing another gem from Martin Osieka – *Shell Buffer*, better know as *SHBUFxxx.PRG*. Just like *WinX*, *Shell Buffer* requires *GEMRAM* and while you can set a desktop buffer as large as 32Kb, 8Kb is usually sufficient. Rename the program to *SHBUF8.PRG*, copy it to your Auto folder and recreate your desktop setup. You can now forget about this bug forever...

a good idea if you tend to use GEM-based applications.

INSTALLING WINX

WinX is not a standard Auto folder program as it requires GEM to be loaded into memory first. Normally, GEM resides in the ROM chips that contain the operating system and so cannot be altered. *GEMRAM* is a utility that loads GEM into RAM where *WinX* can get its hands on it. *GEMRAM* can also set the environment variables as discussed last month. A surprising and useful feature is the ability to load the GEM part of *MultiTOS* without *MiNT* which means that you have the benefit of the latest AES with 3D buttons and an unlimited number of accessories without the speed penalty of multi-tasking.

To install *GEMRAM.PRG* and *WINX.PRG*, copy them into your Auto folder in that order. Before you reboot, make sure that *GEMRAM* runs before *WinX*, and that you have also included *WINX.INF* in the Auto folder.

The extra windows *WinX* provides only apply to programs, not the desktop which is capable of just four windows on old TOS versions and seven from TOS 2.xx onwards.

CUSTOMISING WINX

By customising *WinX*, you can get the best out of your system. *WinX* depends on your TOS version and some of its features require TOS 2 or later while other features are best turned off.

WinX is fully configurable via *WINX.INF*, a plain text file with lots of German computer jargon and a few numbers. You can use any text editor to edit this as it includes a total of 25 switches, each of which can be used to enable or disable a feature. Rather cleverly, the switches are divided into two groups: global and local. The global switches affect the whole system, and therefore all programs, while the local switches can be set per individual program. This is useful if you find a program that is incompatible with certain features of *WinX*.

The switches are listed in Table 1. The format of the file is simple; all switches are on by default and lines beginning with a hash (#) are ignored and used for comments.

TABLE 1

A sample WINX.INF file with an explanation of the switches...

```
# Global Switches
# ==============

# G1:     40 windows
# G2:     Right mouse active
# G3:     Left/right mouse swap
# G4:     Show selection of scroll arrows
# G5:     Show selection of scroll bars
# G6:     Show selection of move bar
# G7:     Show selection of sizer
# G8:     Wider frame for slider elements on the window frame
# G9:     <Control> key while clicking on a window control element = Backdrop
# G10:    BackDrop function
# G11:    3D window frame (AES GEM 3.31)
# G12:    Fill pattern fix
# G13:    Pexec appl_find fix

.GLOBAL = 3- 11-

# Local Switches
# ==============

# L1:     Use control elements for background windows
# L2:     Minimise number of window frame elements
# L3:     Opening and topping a window sends WM_ONTOP, backdrop
#         and closing sends WM_UNTOPPED
# L4:     Optimized redraw for topping windows
# L5:     Optimized redraw for moving windows
# L6:     Optimized redraw for sizing windows (AES 3.xx)
# L7:     Optimized merging of redraw messages (AES 3.xx)
# L8:     Alert for wrong AES parameters (AES 3.xx)
# L9:     Scroll arrows location
# L10:    Scroll boxes (AES 3.xx)
# L11:    Windows off left edge
# L12:    Correct window position

*       = 8-
CAL.PRG = 4- 5- 6- 7- 12-
```

GLOBAL SWITCHES

Global switches are all controlled from one line of text that must start with **.GLOBAL=**, followed by a list of switch settings. To disable a switch simply enter its number followed by a minus sign. For instance, you may wish to turn switch 3 off, which swaps the left and right mouse buttons. Falcon owners who are not keen on the 3D window scroll bars can go back to the old style ones by disabling switch 11. Global switches are unlikely to cause compatibility problems, regardless of setting.

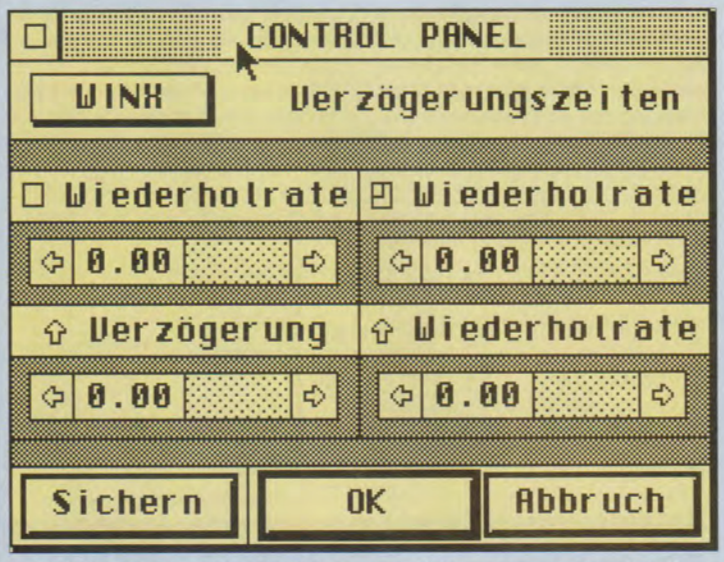
LOCAL SWITCHES

Local switches can be set for individual programs. Wildcards are allowed so that *CAL** would, for instance, refer to *Calligrapher*, *Calamus* and *Calculator*. If you use a "*", then this will apply to all programs, effectively providing a global effect. Local switch 8 is useful for programmers as it produces an alert whenever a program calls the AES with illegal parameters. This normally causes no problems and the alert just interferes with normal use – disable it.

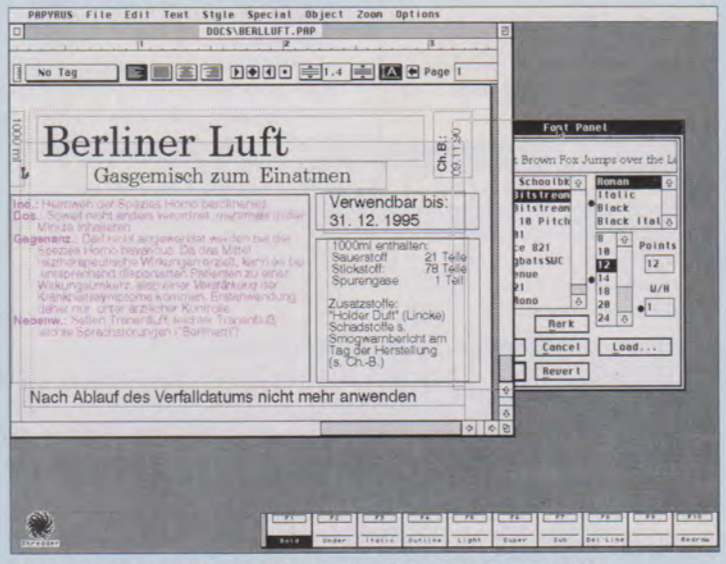
The first local switch allows moving, sizing and closing of background windows; this should not cause problems although some programs refuse to respond when in the background. Switches 4 to 7 optimise screen redraws in various ways.

Under TOS, if two windows overlap, topping one of them causes it to fully redraw which is painful with programs like *Calamus* or *Pagestream*. Under *WinX*, only the hidden portion of the window is redrawn, saving you time and patience. If you have a program that forgets to redraw parts of its windows, try disabling these switches as shown in the example for *Calligrapher* (*CAL.PRG*).

Some switches require AES 3.xx or later which is only found in Falcons and have no effect on older STs. Switch 11 allows windows to be dragged off the left edge of the screen – try it and see the effect. Switch 3 lets you "backdrop" windows by clicking once on their move bar, but this only works with some programs. *GEMView* and *Connect*, for example, support this feature and since *MultiTOS* also incorporates it, we can expect many other programs to join in.



The CPX module with WinX lets you set the response speed of the scroll arrows and other window gadgets.



Most programs allow you to move, close and even scroll background windows when WinX is installed...

DOCUMENT DELIVERY

Enjoying last month's fantastic cover disk give-away? You'll like it even more after working through Mike Robinson's tutorial...

Now that you've had a whole month to familiarise yourself with *Calligrapher*, it's time to look at how to get the best out of the program. *Calligrapher* has a vast number of options and facilities and it's easy to lose your way among them.

TEXT CRUNCHING

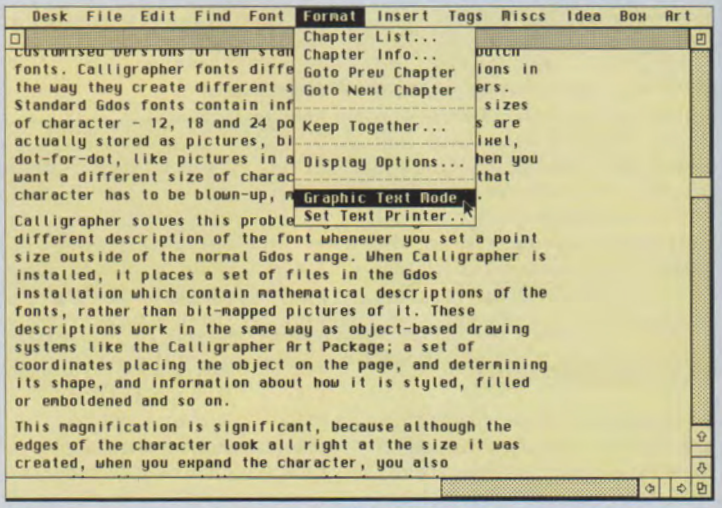
Calligrapher is a document processor rather than a text editor or a word processor. The accurate display of on-screen fonts is what computer buffs call "processor intensive" – in other words, slow! There's a solution; *Calligrapher* can pretend to be a simple word processor. To activate the "text cruncher" mode, go to the **Format** menu and select **Text Only Mode**. This abandons the nice text display in favour of the standard system font and much faster operation.

It is best to use this mode when creating documents due to the clarity of display. You can then concentrate on the text and leave the style until later. Even in this mode, you can still use bold, or italics and other attributes. Load the *SAMPLE.CAL* file from the cover disk and try the various options that we cover through this tutorial.

In general, only use the <Return> key at the end of a paragraph and avoid separating paragraphs by blank lines. *Calligrapher* can do much better than that thanks to its custom line spacing.

The program also has many hidden features to help you while preparing the text. One option is to swap the case of a character. A typical mistake is to type *calligrapher* instead of *Calligrapher*. If this happens, press and hold down the <Control> key and use the left arrow key to move back to the beginning of the word. Now with the <Control> key held down, press <S> and the "c" will be replaced with a capital "C". This also works the other way around, converting upper case letters into lower case.

The cursor (arrow) keys can be used in combination with <Shift> and <Control> to navigate through the text. Holding <Shift> down and pressing the left or right cursor keys moves you one paragraph backwards or forwards respectively. Doing the same with the <Control> key moves the cursor a word at a time. Pressing <ClrHome> makes the cursor jump to the top of the document while <Shift><ClrHome> moves it to the end of the text.

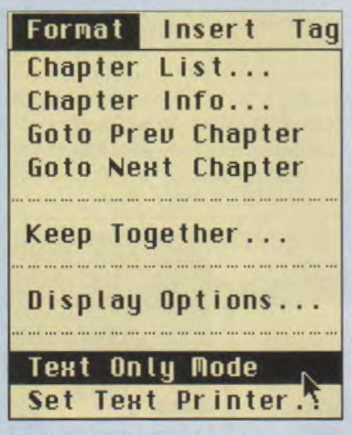


It's best to write a document in the plain text mode and then switch to graphics mode prior to laying it out.

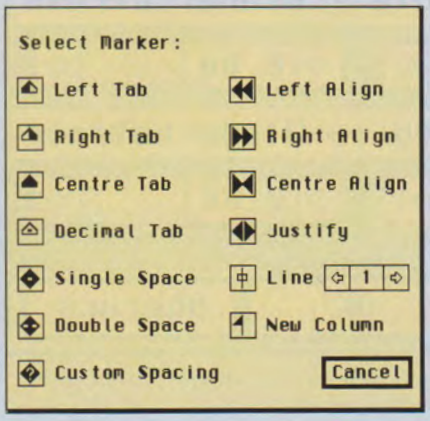
GRAPHIC TEXT MODE

Once you have completed the text, you can switch back to using the fonts. Select **Graphic Text Mode** from the same menu to revert to the document processing mode. Now it's time to prepare for printout.

First, select **Mark All** from the **Edit** menu and then choose the font you wish to use for the document from the font menu. You may wish to



Text Only Mode transforms Calligrapher from a DTP -style document processor into a versatile text cruncher.



Double-clicking on a ruler reveals this dialogue box where tabs, columns and text justification can be set.

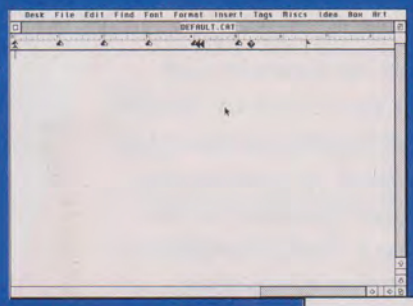
EXTRA FEATURES

The Insert menu has a few features that may be useful. All items are inserted at the cursor position. *Insert Ruler* places a new ruler which affects all text that follows, while *Insert Date* automatically enters the system date into the document. Two options are available for this – *variable date* means that the date varies each time you load the file which is useful for a fax or letter template document.

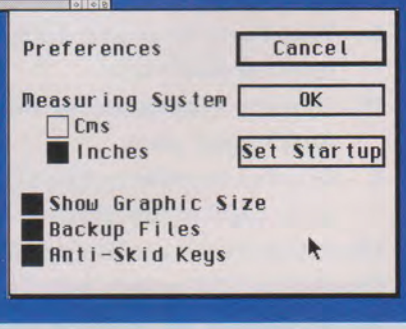
STEP BY STEP

CUSTOMISING CALLIGRAPHER

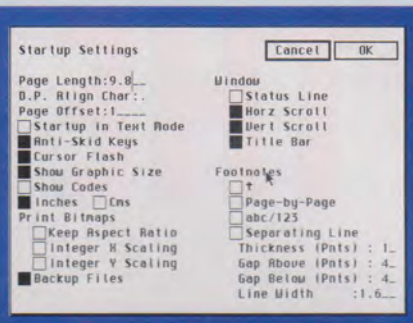
It is possible to customise *Calligrapher* so that it always loads up with your preferences. There are numerous settings including the top ruler, default font and point size, whether text mode or graphic text mode is used and more.



1 *First create your default document by loading Calligrapher and setting the ruler to your preferred justification and line spacing. Select your default font and point size.*

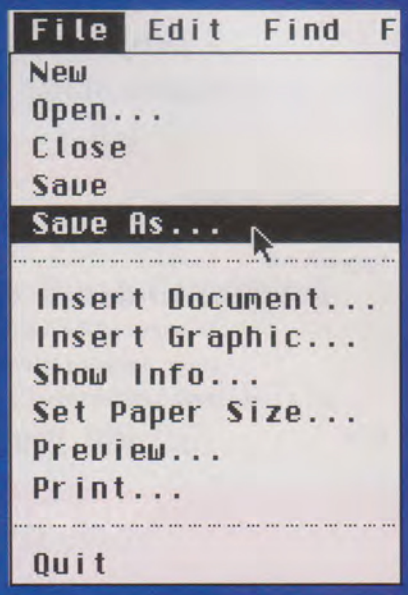


2 *Now, go to the Miscs menu and select the Preferences item which will reveal this dialogue box. Most of the options are self explanatory. Anti-Skid Keys is a useful option that prevents you accidentally typing ahead by pressing a key for too long!*



3 *Next, select Set Startup. This box offers many more options, most of which should be left as they are although it is sometimes useful to remove some of the window elements so giving more space for the actual text.*

4 *Select Save As from the file menu and save the current document into the CAL folder alongside CAL.PRG. The file should be named DEFAULT.CAT. Finally, quit Calligrapher. If you are running on a floppy-based system, Calligrapher will ask you if you want to save your default setting which you should confirm. On a hard disk-based system this is carried out automatically.*



display headings and sub headings in different point sizes or fonts; simply choose the relevant text by clicking and dragging the mouse over it followed by selecting a font.

The next step is to format the text into shape...

ABOUT THE RULER

The ruler in *Calligrapher* determines the format of the text beneath it, including line spacing, tabs, margins and so on. You can use as many rulers in a document as you like.

The first step is to adjust the margins, as the default setting is by no means ideal. Wide margins are created by simply dragging the right margin flag to the $6^1/_2$" to 7" area. *Calligrapher* automatically centres the text area, so there is no need to adjust the left margin. If you like, you can remove the paragraph indents by dragging the indent marker out of the ruler. This will align all text to the left.

The ruler offers many formatting options – double click on it to reveal them. Text is usually left-aligned, but you may prefer to use justified text which means that *Calligrapher* will stretch words so that all lines are equal in length, magazine-style. By default, *Calligrapher* only widens the spaces between words to achieve this effect, but it is also possible to automatically insert small gaps between letters inside words if needed. Select **Display Options** from the **Format** menu. There are three options in the resulting dialogue box under the **Intra Word Justification** heading. Select **Allowed** and exit the box by pressing "OK". You will see the immediate effect on screen. Note that this option only works when using justified text.

CUSTOM SPACING

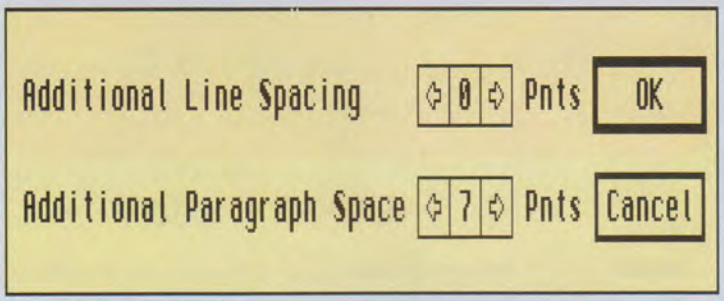
As you can see, *Calligrapher* has many DTP-style features that allow you to produce attractive documents as opposed to plain text printouts. If you are accustomed to a simple word processor, you may tend to separate paragraphs with a single blank line. *Calligrapher* has a better option – double click on the ruler and select the **Custom Justification** icon which pops up another dialogue box.

Here you can set the exact space between lines as well as between paragraphs. A setting of 0 between lines and 7 for paragraphs is a good starting point. Select "OK" to exit the dialogue box and *Calligrapher* will reformat the document using the new settings. Try customising the justification to fit documents into a page.

BOXES AND LINES

Sometimes the best way to bring a reader's attention to some text is to place it in a box. This is very simple with *Calligrapher*. Place the cursor where you want the box to start and select the **Box** entry from the **Box** menu. There are four box styles to choose from and you can also determine the line thickness when using the plain style box.

Calligrapher then creates a box starting at that point and ending at the bottom of the document. Now place the cursor where you want the box to end and select **End Box** from the same menu. It's as simple as that! A box can be removed or modified by double clicking on its top left corner and simple horizontal lines can be included in the same way.



The ability to use custom line spacing lets you separate paragraphs and improve the look and clarity of a document.

MISSED THE MARCH ISSUE COVER DISK WITH CALLIGRAPHER?

No problem – just turn to page 98 for information on how to order back issues.

Calligrapher Offers

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THE FONTS

Each typeface is listed by number and name. The number is necessary to identify the typeface disk – all typefaces must be ordered by number. Next to each name is the weight and styles available in the typeface. There is also a lead character which identifies the type of typeface:

B – Typefaces that are designed for normal body text.

D – Display typefaces for headlines and larger sizes.

C – Display typefaces that contain only capital letters.

Most typefaces can be printed in any size from 6 to 128 points but Commercial Script cannot be printed less than 24 points due to its complexity.

If you have a hard disk and at least 2Mb of memory, *Calligrapher* displays vector typefaces on screen.

You can only install one extra font if you have a floppy disk system in addition to those provided with the Upgrade Kit. With a hard disk system the only limitation is memory!

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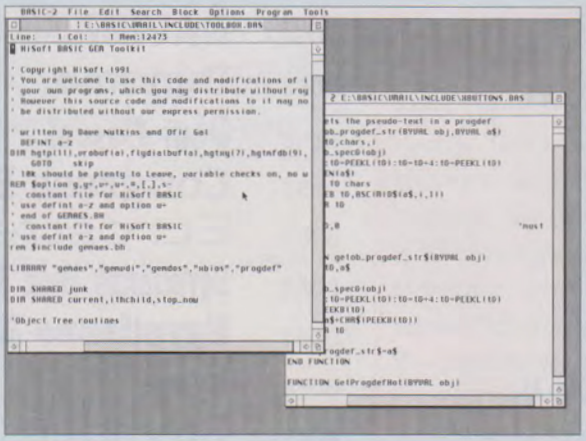
D007 Vladimir Script
D008 Arnold Boecklin
D009 Arsis
D010 Alte Schwabacher
D012 Alternate Gothic 3
D013 Alternate Gothic 1
D014 Accolade Light
C015 American Uncial
B017 Baskerville Normal
B018 Belwe Light
B019 Brittanic Extra Light
D020 Brush Script
D021 Blippo Black
C022 BINNER
D023 Brody
C024 BROADWAY ENGRAVED
D025 Broadway
D026 Baskerville Old Face
D027 Bodoni Black
B028 Bodoni Antiqua
B029 Bodoni Antiqua Med
B030 Bodoni Condensed
B031 Berling
B032 Brittanic Medium
D033 Bodoni Ultra
C034 BALLOON
D035 Bernhard Antique
D036 Bernhard Fashion
D039 Cooper Black Bold
B040 Century Old Style
B041 Century Schoolbook
D042 Commercial Script
B043 Castle Book
D044 Cheltenham Bold Condensed
B045 Eurostile
B046 Clearface Gothic
B047 COPPERPLATE
D048 COPPERPLATE CONDENSED
B049 Congress
D050 Caslon Graphique
C051 DAVIDA
D052 Dynamo
D053 Dom Casual
B054 Congress Bold
B055 Eurostile Expanded
D056 Egyptienne Bold Condensed
D057 Egyptienne Black Condensed
B058 Egizio
B059 Egyptienne 505 Light
D060 Fette Engschrift DIN 1451
D061 Flyer
D062 Franklin Gothic
B063 Garamond
B064 Garamond Condensed
D065 Gill Kayo
B066 Gill Serie Light
B067 Goudy
D069 Hobo
D070 Nelison Casual
D071 Playbill
C072 STENCIL
C073 STOP
D074 Serpentine
D075 Thorowgood
C076 THUNDERBIRD
C077 THUNDERBIRD CONDENSED
D078 Latin Wide
D079 Murray Hill
D080 Park Avenue
B081 Maxima
D082 Old Towne No 536
B084 Raleigh
B085 Romana Demi Bold
B086 Stymie

ESSENTIAL

Last time we managed to get GEM to handle a form in a simple example program. While you could now go ahead and write a GEM application, there are various standard techniques that are used by most programmers and these can help you to get the most out of GEM. You will have to bear with me this month while I explain the basics of the AES. The information below is **essential** to writing GEM programs and will be invaluable when you attempt to write your first "proper" GEM application or desk accessory.



HiSoft BASIC v2.10 comes with a fully-fledged GEM toolkit. The source code took over two years to write...

A GEM TOOLKIT

Most programmers tend to use a toolkit for GEM programming. No, not hammers and screwdrivers, but a selection of useful sub-programs and functions. Whatever purpose your GEM programs end up serving, you are always likely to need to know whether a button was selected, or to read the text a user entered in an editable text object.

Instead of re-inventing the wheel each time, it is best to create a general routine once and import it as and when it's needed.

As a general rule, BASIC functions lend themselves to inquiry routines as in the examples above. Sub-programs also have an important role to play for changing an object attribute or entering default text into an object.

HiSoft BASIC 2 comes with the *HiSoft GEM Toolkit*, which includes about 200Kb of BASIC source code with a vast selection of such routines. The paradox of such a toolkit is that it is of little use unless you have a fair idea of how it works, and the best way to learn about a toolkit is to create one yourself.

While you do not have to go to the trouble of creating such an elaborate one, taking the first few steps will not only help create better GEM programs, but will also teach you good programming techniques and style. Once you have such a toolkit, GEM programming is plain sailing.

STATE OF AFFAIRS

As you know from last month's tutorial, each object has a so-called structure associated with it. The structure is actually a special type of array that contains values representing the various aspects of the object. Once you know the start address of the structure, you can *PEEK* or *POKE* any of the structure elements to read it or write to it.

Table 1 lists all the elements of an object structure. Each structure contains 10 words (whose values are limited within the range of 0 to 32,767) and one long which contains the object specification. Before we get into the object spec, let's look at the other ten values which are common to all objects, regardless of type or attribute. The first three are of no immediate concern. They contain information which *FNform_do* uses while handling a dialogue box. The fourth field is the object type (see table 2). This is not normally used.

Of most interest are the next three fields. The first contains a mask of the object flags which you will rarely need to use. The next field contains a mask of the object state. The object state can be changed by the user, normally by selecting it. Table 3 lists the states and flags. This is followed by the elusive, but important, object spec field. Unlike the rest, this field contains a long value which is the address of the actual spec. What the spec contains varies greatly, depending on the object, and will be covered next time.

The last four fields are of no interest to the novice GEM programmer. Out of interest, they contain the screen coordinates of the object.

WHERE'S THE OBJECT?

The key routine required for the toolbox is one that finds the address of the start of the object structure. Once this is known, it's fairly easy to *PEEK* or *POKE* the required field. It is customary and advisable to use the names of the objects as well as the names of the fields, rather than the actual values. It does take a little more time, but makes the code much easier to follow and debug.

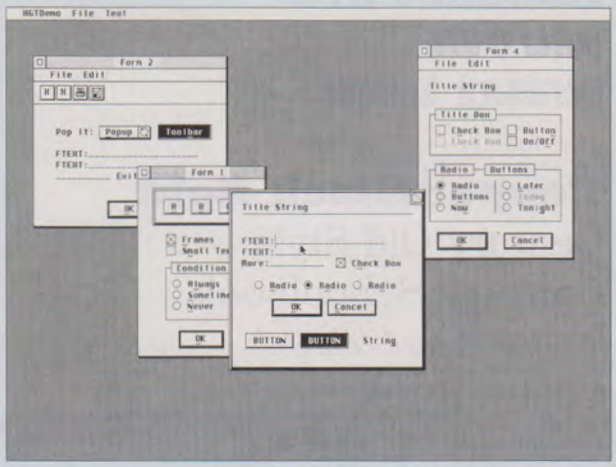
Indices or values to match the

TABLE 1 – THE OBJECT STRUCTURE

Offset	Name	Type	Info
0	ob_next	word	index of the object's next sibling
2	ob_head	word	index of first child
4	ob_tail	word	index of last child
6	ob_type	word	the object type (see table 2)
8	ob_flags	word	mask of flags
10	ob_state	word	mask of state
12	ob_spec	long	object spec – depends on object type
16	ob_x	word	x coordinate relative to parent
18	ob_y	word	y coordinate relative to parent
20	ob_width	word	width of object in pixels
22	ob_height	word	height of object in pixels

TABLE 2 – OBJECT TYPES

Name	Value
G_BOX	20
G_TEXT	21
G_BOXTEXT	22
G_IMAGE	23
G_PROGDEF	24
G_IBOX	25
G_BUTTON	26
G_BOXCHAR	27
G_STRING	28
G_FTEXT	29
G_FBOXTEXT	30
G_ICON	31
G_TITLE	32



Using a toolkit takes the hard work out of GEM programs. Once the routines are tested, you can almost forget about GEM...

GEM

This month, Ofir Gal takes you on a guide through the nitty-gritty of GEM programming...

TABLE 3 – OBJECT FLAGS

Flag	Name	Mask Value
Selectable	SELECTABLE	1
Default	DEFAULT	2
Exit	EXIT	4
Editable	EDITABLE	8
Radio Button	RBUTTON	16
Touch Exit	TOUCHEXIT	64
Hide	HIDETREE	128

TABLE 4 – OBJECT STATES

Flag	Name	Mask Value
Selected	SELECTED	1
Crossed	CROSSED	*2
Checked	CHECKED	4
Disabled	DISABLED	8
Outlined	OUTLINED	16
Shadowed	SHADOWED	32

**The Crossed state has never worked properly and should not be used.*

object names are created with the resource editor and placed in the .H file. If you are using *K-Resource* you will need to convert them using the program *KR2HB.TTP*, as explained in the first part of this series, **every** time you modify the resource file.

If you look at the .BH (BASIC Headers) file you will see how it all works; just double-click on it to "Show" from the desktop. The file contains a simple list of CONSTants and each object name is matched with its actual index in the tree, and each tree also has a name and value. This makes it possible to call up trees and objects by name instead of a meaningless number. *K-Resource* also produces a short comment for each object which you may find useful at times.

You will notice from table 1 that each object flag or state has a name. This name is a standard laid down by Digital Research, the creators of GEM. Listing 1 shows an additional header file that contains these names – there is no need to use the actual values.

As an example, let's look at reading the value contained in *ob_flags*.

You will first need to obtain the address of the object and store it in a variable which must be a long – **all** memory addresses are a long. The next step is to add the CONSTant *ob_flags* to that address which gives you the address of the flags mask. Then *PEEKW* that address and the value returned is the flag. Sounds complicated? Well it is, which is exactly why you should write a routine to do and then forget all about it!

CHECKING THE STATE

This was explained briefly last month. The key to all object manipulation is writing the routines to do the job. As you know from last time, the first step is to obtain the address of the object tree that forms the dialogue box. Our example resource only has one tree, but typical GEM programs tend to use many different dialogue boxes, requiring several forms.

To maintain compatibility with the HiSoft toolkit, declare the variable *tree&* as globally shared. This means that all functions and sub-routines in the program will be able to access it without each of them having to declare it as SHARED.

Listing 2 shows the most important sub-program in the toolkit – *SelectTree*. This takes one parameter, the name of the form, and puts its address into the global variable *tree&* which will be used later to manipulate specific objects.

WHERE TO NEXT?

Over the next few months we will gradually build a GEM toolkit while learning how GEM works. Meanwhile, readers are cordially invited to write in with suggestions for a simple GEM program to use in the tutorial. If your idea is chosen for the tutorial, you will receive a free copy of *HiSoft BASIC v2.10*.

```
LISTING 1

'object structure
CONST ob_next=0,ob_head=2,ob_tail=4,ob_type=6
CONST ob_flags=8,ob_state=10,ob_spec=12
CONST ob_x=16,ob_y=18,ob_width=20,ob_height=22
'object flags mask values
CONST mask_selectable=1,mask_default=2,mask_exit=4,mask_editable=8
CONST mask_rbutton=16,mask_touchexit=64,mask_hidetree=128
'object states mask values
CONST mask_selected=1,mask_crossed=2,mask_checked=4
CONST mask_disabled=8,mask_outlined=16,mask_shadowed=32
```

```
LISTING 2

'The beginning of the GEM toolkit

DEFINT a-z
LIBRARY "gemaes"

DIM SHARED tree&,junk    'make junk and tree& global

SUB SelectTree(VAL treeno)
junk=rsrc_gaddr(0,treeno,tree&)
END SUB
```

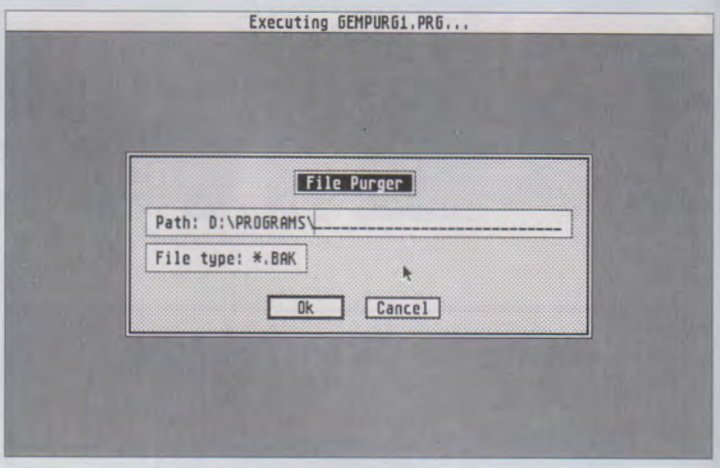
AN EXAMPLE HEADER FILE

```
CONST   FORM1=   0      '  form/dialog
CONST   OKBUT=   1      '  BUTTON in tree FORM1
CONST   CANBUT=  2      '  BUTTON in tree FORM1
CONST   EDIT1=   3      '  FTEXT in tree FORM1
CONST   EDIT2=   4      '  FTEXT in tree FORM1
CONST   EDIT3=   5      '  FTEXT in tree FORM1
CONST   RADIO1=  6      '  BUTTON in tree FORM1
CONST   RADIO2=  8      '  BUTTON in tree FORM1
```


MISSED THE FEBRUARY ISSUE COVER DISK WITH K-RESOURCE?

No problem – just turn to page 98 for information on how to order back issues.

After covering the basic etiquette for working with GEM last issue, Jon Ellis now looks at how to do something useful with it!



PRETTY PICTURES

In the sixth article in this series, we created a program to purge a path of all backup files (*PURGE.C*). This program used a simple string input interface, based on the ANSI C library functions **printf()** and **gets()**. The task for this tutorial is to replace this with a dialogue box.

Using *K-Resource*, as featured on the cover disk of the February issue (see page 98 for details on ordering back issues), a suitable dialogue box has been designed as shown above. This contains a title, so the user knows what the program is likely to do, spaces for the purge path and file extension to be entered, and buttons to cancel or proceed with the purging.

As the first stage in the project, we will take the skeleton GEM program that has formed the subject of the last couple of tutorials, *ALERT.C*, and modify it to display the dialogue box. All the files required to do this are on the cover disk. See the "Making It Work" box for details of how to get the system up and running.

BEHIND THE SCENES

A quick glance at the source code, *GEMPURG1.C*, will reveal that the majority of the code is familiar, being made up of the GEM housekeeping functions from *ALERT.C*. To explain why the rest of the code is as it is, we first need to learn some more about how GEM works. Some of the new material is quite complicated, so don't be put off if it does not all make sense on the first read through. Persevere, and it will become clear.

The most obvious new feature is that the program now consists of two components: a .PRG file and a .RSC file. The .RSC file is the resource file, the file used by GEM to store dialogue box data and the like. One of the new functions, **initialise_resource()** (shown in Listing 1), is concerned with extending the housekeeping code to cope with resource files.

A couple of the AES calls in this function are new to us. These form part of the AES resource handling package and are described in the "Lowdown On Resource Files" box.

A COUPLE OF SNAGS

Two important questions arise from this briefing on the AES and resource files. The first is this: **rsrc_gaddr()** needs to be given the address of a pointer variable to contain its output. All variables in C have a type; what type should this pointer be?

To answer this question we need to know more about what these "objects" and "object trees" actually look like. The "object" is defined by a list of numbers and strings that tell the AES what to draw (for example, a box or some text), what colour is to be used, how thick the lines should be and so on. Some entries in the list specify how the object relates to other objects in the tree, where it appears on the screen and whether it can be selected with the mouse or not.

The **aesbind.h** header file defines a special variable type called OBJECT which is a C representation of the list of data that defines the "object". We will look more deeply into the nature of this type later in the series, but for now, the program should be understandable at this level of detail.

An "object tree" behaves just like an array of "objects". This means that if we define the variable "tree" as:

```
OBJECT tree[30];
```

tree[0] is the first object in the tree, which in the case of a dialogue will always be the outer box; **tree[1]** is the second object, and so on.

Now, we have already seen how arrays and pointers can be used to process the same data when we looked at strings as character arrays. We can take the same approach here: the array of objects that form the tree can be handled using a pointer to the first element of the array.

Since the elements are OBJECTs, the pointer will be a variable declared as:

```
OBJECT *box;
```

exactly as in Listing 1. It is this variable that we hand to **rsrc_gaddr()** for initialisation. Simple, eh?

MAKING IT WORK

To get the demonstration version of the interface up and running, follow these steps:

- **Copy *GEMPURGE.RSC*, *GEMPURGE.RSD*, *GEMPURGE.H* and *GEMPURG1.C* onto your compiler disk.**
- **Load the C workbench and compile *GEMPURG1.C*. Link the resulting *GEMPURG1.BIN* file with the libraries including *CGEM.BIN*.**
- **Run *GEMPURG1.PRG* either from within the workbench or from the Desktop. It will attempt to load the resource file *GEMPURGE.RSC* and give an error alert if it cannot. If all is well, the dialogue box will be displayed.**
- **To exit the demonstration, click on either "OK" or "Cancel". The dialogue box will vanish and an alert box will appear confirming which button was selected. The program will then terminate.**

STRIKE TWO

Moving on to the second unresolved issue; how do we know where an object tree is in the resource file, and hence what its index is?

This is where the resource editor comes to our assistance. During the creation of a resource file, *K-Resource* allows each tree and each object to be given a name of up to eight characters. This name cannot be stored within the resource file itself, as it is not part of the resource data. Instead, *K-Resource* places the names in a separate data file with the extension .RSD.

The same information is also made available to C programs in the form of a header file, with the usual .H extension. This file contains **#define** statements which link the name chosen in *K-Resource* with the index within the resource file (Listing 2). If this header is **#included**, it allows the C program to quote just the name of the object or object tree without having to know where it is in the resource file.

You can see this at work in the line:

```
rsrc_gaddr(R_TREE,MAIN,&box);
```

which locates the object tree called MAIN and places its address in the variable "box". As it happens, MAIN is actually equal to 0 (Listing 2) but we never need to know that. This distancing technique allows us to edit a resource file, juggling objects and trees around without needing to worry about the fact that the object indices are changing. When the edited file is saved, *K-Resource* will create a modified header file, and a quick recompilation of the C code will bring the program up to date with the resource file. Keen-eyed readers may notice that the form of the **#include** for this header file is a little different from normal. Up until now, all header file names have been encased within angle brackets, like this:

```
#include
```

But here, double quotes are used:

```
#include "gempurge.h"
```

This is a matter of C convention. Angle brackets are used for header files provided by the compiler system, with quotes for headers defined by the user.

NEXT MONTH

That is all we have space for in this tutorial. Next time, we'll continue looking at the program, turning our attention to the dialogue box display function.

THE LOWDOWN ON RESOURCE FILES

There are several ways of storing the data required to specify dialogue boxes and menus. The conventional method is to use a resource file. These are produced by resource editor programs like *K-Resource*, and normally have the extension .RSC. The AES provides a suite of functions for dealing with resource files, and we meet the three most useful of these in this tutorial.

Before a program can do anything at all with its resource data, the file must be loaded. The AES function to do this is rsrc_load():

```
result = rsrc_load("FILENAME.RSC");
```

This function loads in the resource data and does some internal mathematics to match the data with the screen resolution.

If for some reason the file cannot be loaded, usually because the system cannot locate it or memory is low, the return value is 0. A non-zero result indicates success.

When the resource data is no longer required, the memory occupied by the resource file can be freed using another AES function: rsrc_free(). It is not strictly necessary to call this in most cases, as program termination will automatically return the memory to the system.

The final function in this trio of AES calls rejoices in the name of rsrc_gaddr(). This function is used by a program to obtain access to the resource file data after loading: it Gets the ADDRess of a piece of data.

To understand how to use rsrc_gaddr(), we need to look a little at the anatomy of a resource file. The basic unit of resource data is something called an object. There are many different flavours of object: boxes, buttons, text and so on. The dialogue boxes and menus used by GEM programs are made up of several objects arranged together to form an object tree.

rsrc_gaddr() is capable of operating in many modes, but in these tutorials we'll confine ourselves to the most useful of these; searching for object tree addresses. To locate a particular tree, we need to know its index within the resource file. The first object tree in the file has the index 0, the second, 1, and so on.

To find the address of the first tree in a resource file, the call would be:

```
rsrc_gaddr(R_TREE,0,&pointer);
```

R_TREE indicates that we want the tree search mode. The mode specifier is actually a number, but it makes the code more readable if a #define symbol is used instead. The second argument is the index of the tree to be located, in this case 0. Finally, we give rsrc_gaddr() a place to write the answer, by passing it the address of a pointer variable which it will initialise for us.

NOT

The ! character, when used on its own in C, indicates the NOT, or logical inversion, operation. It enables some logical tests to be written in an alternative, more compact form.

An example will probably best illustrate this:

```
if (!rsrc_load("FILE"))
  do_something();
```

is functionally the same as

```
if (rsrc_load("FILE") == FALSE)
  do_something();
```

NOT is performed before the other logical operations like && (AND) and || (OR), so some complicated expressions may require bracketing to achieve the desired effect.

LISTING 1

```
/*
** Function to handle the loading and initialisation
** of a standard GEM resource file. The argument
** is a string that specifies the filename to be loaded.
** The function returns TRUE if all went well, or FALSE
** if not. The function also initialises the object tree
** pointers.
**
**
** Usage:        success = initialise_resource(filename);
**
**                        int initialise_resource(char *);
*/

int initialise_resource(filename)

char *filename;

{
  if (!rsrc_load(filename))
        return(FALSE);
  resource_active = TRUE;
  rsrc_gaddr(R_TREE,MAIN,&box);
  return(TRUE);
}
```

LISTING 2

```
/* resource set indices for GEMPURGE */

#define MAIN     0        /* form/dialog */
#define PATH     2        /* FBOXTEXT in tree MAIN */
#define TYPE     3        /* FBOXTEXT in tree MAIN */
#define OK       4        /* BUTTON in tree MAIN */
#define CANCEL   5        /* BUTTON in tree MAIN */
```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FLYING VISIT

In his single-handed quest to get more ST Review readers involved in Comms, Graeme Rutt takes a long look at Desktop BBS...

The main menu – note the Goodman's PD Order Line...

Inter BBS messages can be sent via Fidonet...

Desktop BBS, located in Stoke-on-Trent, is run by a true diamond of a chap named Alan Woodcock who runs a board full of interesting message, support and file areas – and is also more than willing to help people with any comms, desktop publishing or Atari-related problems...

MAKING IT TICK

Desktop BBS runs under *QBBS* software. It is a quick, easy to use system based on hot-keys – you can interrupt menu display at any time if you already know the next key to press. Once you've registered, by answering a few vital questions and a short questionnaire, you are automatically given Bronze user status (see Subs panel).

MESSAGES

The message areas are split into a local area, the *ST Review* area and three different network areas. The networks offer a comprehensive selection of Atari and other computer information – AtariNet and NeST are Atari specific while Fidonet covers all machines, with the emphasis on computer generic topics. QWK mailing is available from the Amail section in the main menu – just hit <A>.

The local area runs from general chat to product support. Of particular note are the DTP, Goodman's Q&A and the official *Calamus* support areas. If you have questions on any of these topics then here's the place to ask them. This is also the area to ask questions of the sysop.

The ST Review item on the main mail menu isn't a message base as such. Instead, it leads you directly to a message sending facility. Messages are picked up by a member of the *ST Review* staff regularly and dealt with as appropriate. Feel free to send them anything: letters to the editor, ideas for articles, complaints or even praise!

FILES

Many of the files on Desktop BBS can be found on any standard Atari BBS but the real strength of its files section is the support for desktop publishers. From a brief glance at the file area menus, you can tell that the page designers amongst us are in for a treat.

When you come to look at the specific sections, it's hard not to start salivating over the jaw-dropping-ly amazing selection of goodies: 745 Calamus fonts, almost 2,000 items of clipart, a wide range of pre-made *Calamus* CDK files and a whole bunch of other DTP-related items. If you're into DTP, this is definitely the BBS for you.

There's plenty to be found in the other sections – including a number of source code files for GFA and pictures and sound samples for devotees of Star Trek. If you're a new user to the board then why not download "allareas.zip" from the General files area? This provides a full listing of everything that's available.

GO FOR IT!

Desktop BBS is a comprehensive, well organised bulletin board with a wealth of areas in which you can walk the electronic path. Finally, please note that subscriptions raised from registered users have recently bought a second telephone line – Desktop BBS is now open all 24 hours a day!

SUBS

Desktop is a non-profit making board, but subscriptions are required if you want better access. All money earned in this way is ploughed straight back into the board. The subscriptions and restrictions are as follows:

Bronze Level – free, 30 minutes and 100Kb download limit per day
Silver Level – £15 per year, 60 minutes and 1Mb download limit per day
Gold Level – £25/year, 180 minutes and 2Mb download limit per day

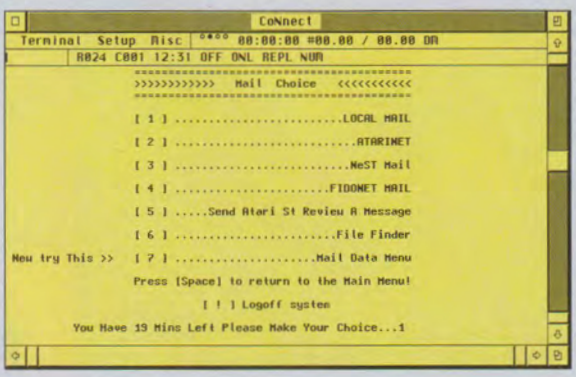
In addition, Silver and Gold users can use the *Amail* mailer to pre-pack their QWK packets thus saving on-line time.

Desktop BBS's mail area menu – lots of places to chat!

FINDING YOUR WAY

Once you've chosen a message area, hit <R> to read a message, followed by either <F> to read forwards from a chosen message or <N> to read new messages. Once you're reading messages, hit the <Return> key (or <N>) to read the next message and use <R> to reply to any that take your fancy. To enter a new message, simply hit <W> and follow the prompts.

When you're in a file area use <F> to bring up a listing of all the available files. Make a list of those you'd like to check out and when you're back at the file area menu hit <D> to download. Follow the prompts to choose the correct protocol, enter the filename(s) and you're away. Similarly, hit <U> to upload and follow the prompts.



Leave a message for ST Review via the local message area.

SYSTEM INFO

Phone Number: 0782 541305 (Stoke-on-Trent)

Sysop: Alan Woodcock

Times: 24 hours

Speeds:v32bis (14400) with v42bis

NeST: 90:100/105

Fidonet: 2:255/59

AtariNet: 51:6/3

Want to travel the world the cheap way – via your modem? Over the next few issues, Mark Baines will look at the main Atari-based networks starting with NeST...

```
LED  File  Area  Message  Edit  Block  Options  Extras  Help          14:17
                          N.ST.MISC
(HC)  #17
Msg #17 / 1-48  Time: 17 Jan 94  17:48:50
From: Kevin Osborne
To  : Daron Brewood{EM}
Subj: Re: Stalker/STeno
-----------------------------------------------------------------------------
 > I've just checked what version of STalker/STeno I have and it is.
 > version 2. Can anyone advise what the latest version is, and who to.
 > contact concerning upgrading?.

Latest version of Stalker is 3.02 not sure about Steno around version 1.XX i
beleive.

Greetings, Kev.

--- JetMail 0.99beta2
 * Origin: <FORTRESS> -=- (44)-[081-244-9825] -=- (NeST 98:102/0).
```

A typical message and reply you can expect to see in the ST echo.

```
Copyright 1990 - 1994 - NeST International Association (N.I.A),
                        7, Crescent Road,
                        Portwood,
                        Stockport,
                        Cheshire,
                        United Kingdom,
                        SK1 2DG.

All rights reserved. N.I.A., Network ST, NeST, and NeSTWare are
trademarks of Daron M. Brewood (C) 1994
```

The Network ST logo, better known simply as NeST.

FRONTIER FREE

Interested in Atari computers? Want some advice on hardware or software? Want to sell or buy something? Want the latest software that even the PD libraries don't get? All this and more can be obtained from the world's premier network of Atari computers – *Network ST* or *NeST*.

Throughout the world, computers of every type and description are linked together forming networks for the free interchange of data and information. Some are microcomputer-based and run by amateurs. One such network is *NeST* – the largest private, amateur-run, communications network in the world geared specifically, although not exclusively, to the Atari ST, TT and Falcon range.

ROCKIN' ALL OVER THE WORLD

NeST was set up three years ago in the UK and Europe as a network of Bulletin Boards (BBS). The instigator was Daron Brewood, still the Zone Coordinator and final arbiter. *NeST* currently has more than 180 Bulletin Boards spanning eighteen countries from Russia to Australia and the UK to the US and actively work with Atari in various countries.

Many sysops and users are proficient programmers and the network provides support for them and their products, such as *Teddy-Term* (reviewed in Issue 22). Some have formed a group called *NeSTWare* which supports mostly comms-related software. Daron's intended aim for *NeST* is "... to help Atari users worldwide, through a comprehensive and free Atari-based computer system. We hope eventually to have computer links into every country in the world where Atari products are sold, endeavouring to assist any user anywhere, quickly and accurately." With this in mind a gateway has already been established with *AtariNet* in the US where some messages are interchanged and firm links have also formed with *TurboNet*, both of which are Atari dedicated networks but smaller than *NeST*. Plans are also under way to link *NeST* into the *Internet*, the biggest network in the world.

FEATURES

Access to any *NeST* BBS is free (except for your telephone charges) and there is probably one within local call distance from you – check out *ST Review*'s set of Atari-specific BBSs over the last five issues.

The most important aspect of any BBS is the message areas where you can read messages from other users and reply to them. Any message posted on one BBS will appear on all other *NeST* BBSs, presenting your problem or query to a wide range of people. In this way, you can exchange ideas and information, chat, make friends and contacts and generally get help and advice that might not be available elsewhere.

NeST message areas cover a wide range of topics; ST and Falcon-specific matters, programming, games playing, hardware and software support, general chat, comms – most subjects will be covered somewhere. The ST and Falcon areas are particular busy with many experts on hand.

File areas are where files are stored and made available for you to download into your computer. There are PD and shareware programs, text, graphics and sound files for the ST, Falcon, and many other computers such as the Amiga, PC and Mac as well. The Falcon files area is the most up-to-date and comprehensive anywhere.

On-line games can be played – and care is needed over the telephone bill! The most popular is *Space Empire Elite* where you try to conquer the universe against opponents on other parts of the network.

If it's support you want for your new Falcon or Jaguar, some programming tips, a good gossip or the latest version of *LHARC* then you can't do better than stroll around *NeST*.

```
LED  File  Area  Message  Edit  Block  Options  Extras  Help          14:19
                          N.MISC.4SALE
(HC)
Msg #18 / 1-14  Time: 17 Jan 94  19:39:18
From: Peter Pachla
To  : All
Subj: 14K4 fax modem for sale
-----------------------------------------------------------------------------

 Hi, i have a Cray "Quantum 144" fax/modem for sale which is surplus to my
requirements.

 Supports standard Hayes command set, all speeds up to v32bis and full fax
facilities up to 14K4 (v17, with standard TIA578 extensions to Hayes command
set) too!

 Looking for 188 pounds + a few quid P&P.

 TTFN - Pete.

--- msgedsq 2.1
 * Origin: WinterMute (98:183/184).
```

"Wanna buy a modem – going cheap..."

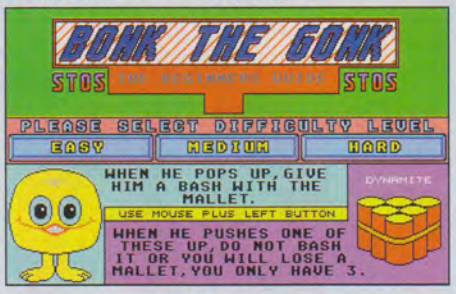
AROUND THE WORLD IN 18 WAYS

Eighteen countries currently support *NeST*: United Kingdom, Canada, the United States, Germany, the Netherlands, Australia, Italy, France, Spain, Switzerland, Sweden, Russia, Greece, Norway, Denmark, Luxembourg, South East Asia and Belgium

ASK THE EXPERTS

ST Review's panel of experts are on hand to supply the answers to your questions...

Not so basic – STOS delivers a great deal of programming power for little effort.



NATTY NOTEPAD

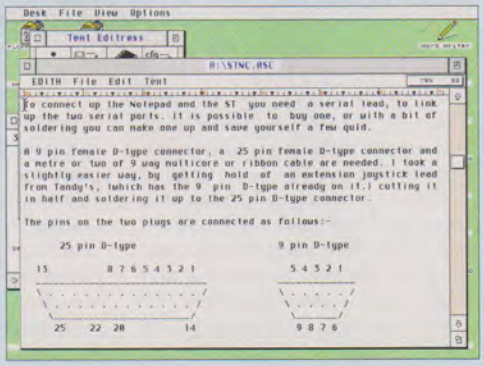
My machine is a 520STE with 4Mb of RAM and an Amstrad Notepad. For my final year project at University I am investigating the Autocad system that we have running on a Sun network on campus. I would like to be able to write parts of, report on the Notepad next to the workstation and then transfer them to the ST. Unfortunately, although I have made the connection between the two using the VT52 emulator and a null modem cable I do not know what to do next. Can you help or give me the name of a PD program that would do this for me?

J Wallis, West Yorkshire

In order to exchange files between the Notepad and ST you will need a communications program capable of handling X-Modem transfers – Freeze Dried Terminal or D-Term will do nicely. As luck would have it, a disk containing all of the software you will require and full details of the transfer process itself is reviewed in this month's PD Zone. I suggest you give The Shareware Company a ring on 0272 424743 and order yourself a copy.

On a more practical note, bear in mind that the NC-100 uses a trimmed down version of Protext. If you are using a different word processor at the ST end of the cable, all documents must be converted to ASCII format in order to be useful. Also, be sure to reserve a copy of next month's issue, in which we will be taking a careful look at "Writing on the Run".

Nial Grimes



Missing link – connecting an Amstrad Notepad to an ST is a doddle with the right software...

WHICH LANGUAGE?

For my A-Level communications project, I intend to produce an educational program for Maths. I am going to use my trusty 1Mb STE but I am puzzled as to which programming language to use. I don't want anything amazingly fast, but it is aimed at young children, so I do want the program to be colourful and make use of the ST graphical capabilities.

I also want to make use of the sound chip for a few nursery rhyme-type tunes and crisp sound effects. I have never done any programming on the ST, but I am familiar with different types of BASIC on 8-bit machines, so the language must not be complicated. I have heard of different types of language; STOS, C, Pascal, Assembly and Machine Code, but these all sound very complicated. What language do you recommend?

D Woodley, Devon

Recommending a programming language is often a tricky business as each individual has their own idea of the type of programs they wish to create and the amount of time they are prepared to study to fulfil such goals. Bearing in mind your previous experience and the fact that you are probably not prepared to delay your project for three years to learn a new language, I would recommend that you stick with BASIC. Various versions are available for the STE, but one is just perfect for educational programs – STOS BASIC.

While accepting all the usual BASIC commands, STOS offers an enhanced instruction set that allows a vast range of control over sound and graphics. For example, complete pictures can be loaded into memory – up to 15 at a time – and displayed on-screen as and when required. Pictures can be faded in and out, using some 60 in-built effects, and any part of the screen can be copied, reduced, enlarged and scrolled. Sprites and pictures can be animated from simple explosions through to full scale cartoon-style animation.

Regarding music, STOS can create simple chip music using its own editor and can reproduce sampled sounds; no other programming language offers so much power for so little effort, which accounts for why it has been used for countless commercial educational packages and games. Anybody contemplating programming in STOS should take a look at "The Beginners Guide to STOS BASIC", available from my company on 0983 756056.

Mark Thomson, MT Software

SPANNER IN THE WORKS

I have owned a 1040 STE for two years now, and since then it has been upgraded to 2Mb and a second drive has been added to it. I use *Protext* and *Timeworks* programs on a regular basis and it's only recently that I had the need for an Art program. So I went through all my magazines and cover disks (and that's a lot believe me!) to try out the different art programs.

Only one suited my needs: *Easy Draw 2* (Issue 14, June 93). It is absolutely fantastic and just what I want for the job in hand. So I soon learned to use it, thanks to your "step by step" article sending me to a follow-up in the next issue. I avidly found Issue 15, July 93, to discover *Easy Tools*. I soon saw the advantages of such functions as the Rotator and Polytext amongst others, but try as I may, only a few commands in the Toolbox of *Easy Tools* responded to me – Inquiz, Rotator and Convert remain silent and invisible.

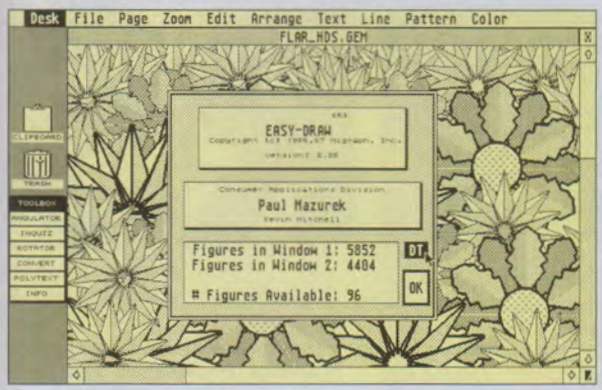
At first, I thought, "What have I done wrong?" So, I took away the programs I added to the disk in case these caused some incompatibility, but no joy. I went back to your instructions and double checked that I had followed them to the letter. Still no joy. Have I forgotten something? Could the disk be faulty or have others found difficulties with this program?

E Baillie, Banffshire

With your 2Mb system, the problem is unlikely to be one of memory shortage, particularly as Easy Draw and its GEM files are very economical in both memory and storage space. But to make sure, we tried to reproduce your problems by deliberately loading a large file into each window and then repeatedly copying Easy Tools "Flowers" all over the screen until an "Insufficient memory" message was received.

As illustrated, clicking on the Easy Draw Info in the Desk menu will summon up a dialogue box showing your remaining space (clicking on the "DT" box – Dump Trash – often frees up some more), but even with a minute amount of available RAM, Easy Tools' Inquiz continued to respond. There was, of course, insufficient RAM for Convert and Rotator to complete a task though their dialogue boxes appeared.

Although two of Easy Tools' functions that you mention as working, Angulator and Polytext, can be used with a blank screen, the remaining three, Inquiz, Rotator and Convert, are object-specific and need a drawn item on which to work. If no items are active – marked with a sizing box – then clicking on any of these three functions will have no effect as they will have nothing to report, convert or rotate, and this is the most likely cause of your problem. After loading both programs, draw a rectangle and while it is still marked as active, click on each of the "missing"



Luck of the draw – some of Easy Tools' functions only work when objects are selected...

functions in turn. The only "success" in our experiments to disable Easy Tools was when a different version of Easy Draw was used, as each version must be used with the corresponding version of Easy Tools, but as both programs in your case came from our cover disks this is not possible.
Keith Berry

HARD DRIVIN'

I have been trying to build up my own hard disk using a kit supplied by Gasteiner and a Quantum ELS127 127Mb bare drive. Unfortunately there seems to be no way that the new drive is recognised, and I have tried it with the jumpers as factory installed (logical device number 6) and with them removed (logical device number 0), as well as with the termination resistors in place and removed. In fact, all I seem to get is the desktop showing three extra floppies, labelled D, E and F.

Then I looked up the *WINCAP* file, and it seemed that the maximum drive size allowed for was only 80Mb! On the face of it this does seem odd, since Gasteiner claim to supply drives in excess of that capacity. On speaking with someone there, I was told that the host adapter was the source of that limitation.

What do I know? Is it more feasible to remove the host adapter and get the 50-way SCSI cable fitted up to the Centronics socket on the back of the case, and use the ICD Link as the adapter? As this has been hanging fire for some months now I would appreciate an answer.
B Gowland, Bucks

To connect a SCSI drive to an ST, you must have parity on the drive disabled. This is usually done via a jumper switch on the drive mechanism itself but the early Quantum ELS drives were delivered with parity permanently enabled. Later models had firmware revisions that allowed them to be properly disabled but this could easily explain your problems.

Assuming you can't disable parity on your ELS, you'll need either the ICD AdSCSI or ICD Advantage host adapter (not the GE-Soft one supplied by Gasteiner in their earlier hard drive kits) plus a current version of the appropriate ICD utility software. The Link won't work at all with parity enabled so that's not an option.

As for the 80Mb limit, don't worry. Plenty of people out there are using massive hard drives of a gigabyte or more. In theory, TOS 1.04 and later versions allow up to 14 partitions reaching up to 512Mb in size – a rather staggering total of over 7 gigabytes! If you want to autoboot, you have to have a boot partition (the first on the drive) of under 32Mb but the others can be of any size up to the 512Mb limit.

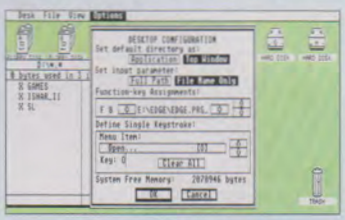
Incidentally, back in issue 5 I reviewed a Gasteiner drive with the GE-Soft interface and had a lot of trouble getting TOS to recognise the drive. In fact, I seem to recall ending up with an odd looking desktop much as you describe. I suggest you look at the ICD alternatives or contact System Solutions for information on their new Translator, a cable-style host adapter that is claimed not to be fussy about parity. **Andrew Wright**

TOS MANUAL

A few months ago, I bought TOS 2.06 and switcher for my 520STE. At the time it was to get rid of the medium resolution bug in the early TOS 1.06. However since then, I've grown to appreciate it more and was glad to see the feature in the December issue.

Could you tell me if there is some sort of instruction manual for TOS 2.06 on the market? All I got with my chips were fitting instructions.
R Dobbie, Yorkshire

Compo are the only company in the UK that is licensed by Atari to produce English TOS 2.06 EPROMs. Any ROMs they supply come with two manuals; one for



Super TOS – but the booklet that comes with the official upgrade is essential.

full fitting instructions and a Guide to TOS 2.06 – all 38 pages of it, written by Atari itself. Also included is a disk with a version of the Atari hard disk driver (AHDI) that works with TOS 2.06, the new Control Panel (XControl) and various CPX modules.

From your letter, it is clear that you did not buy your upgrade from Compo. However, I've had a word with them on your behalf and they will happily supply you with the disk and manuals for a nominal charge. Just tell them that Vic sent you... **Vic Lennard**

PROGRAMMING PROBLEMS

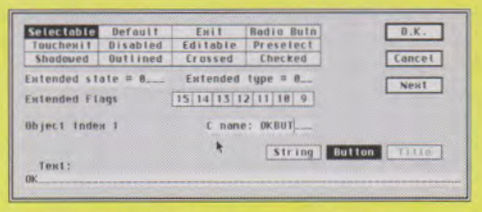
Questions about programming in BASIC? Then Ofir Gal's your man...

IF... ELSEIF... BUT?

Using issue 23 of *ST Review* (Gemming It Up, page 94/5), I have been unable to get the program to print out or cancel in response to "IF result= OKBUT...". I have tried with *HiSoft BASIC* v1.31, v2.02 and v2.10 but without success. However I changed the program to: "IF result= 1... ELSEIF result=2 ..." and found that OK or Cancel was printed out to screen.

By the way, I read in *ST Applications* (issue 4, March 1991) in the "Giving It The WERCS" article on page 49 that "FORM_DO incorporates... and then returns a value. The value it returns is always and only the number of the object which caused the exit".
G Hogg, Londonderry

There could be several reasons for your problem, but the most likely one is that you have forgotten to include the line
`'$include gem1.bh`
in your program. The values the constants OKBUT and CANBUT represent are indeed 1 and 2, so effectively the change you made to the program should have no effect unless you have not named the buttons as instructed in the tutorial. This can only be done with a resource editor like K-Resource or WERCS. I recommend you read the tutorial again, especially the box entitled "What's in a Dialogue Box" which describes this. If you did not name the buttons or forgot to include the header file, then OKBUT and CANBUT will be considered variables in the program and both will have the value of 0. Try adding the line PRINT OKBUT to the program. If the result is 0 then this would explain the problems you are having.



OK, but – it's vital to name objects in the resource editor so that BASIC can access them by name.

BASIC FUNCTIONS

Since *HiSoft BASIC* as included on one of the cover disks on *Atari ST Review* I have followed your tutorials and am now attempting some programming on my own.

My question concerns the use of function keys. How can I include them for use in my own programs, for example, as a Quit button?

I suspect I am missing something simple but would be grateful for any guidance you can offer.
P Dutton, Cheshire

Function keys cannot be read with inkey$ since they produce no ASCII value. The best way to read a function key is using evnt_keybd in a GEM program, or INP(2) in other programs.

The calls return a scan code rather than an ASCII value or a character string. You can find a table of all the scan codes in The Atari Compendium. There are 20 valid Function key sequences, normal and shifted. Both calls return only when a keypress occurs, effectively halting the program.

If you're writing a GEM application then evnt_multi includes evnt_keybd.

Whether you're Angry from Anglesey or Elated from Eltham, drop me a line and have your say. Don't forget that the Star Letter is rewarded with a £25 cheque...

LETTERS

STAR BACKLASH

May I say that you gave Mr Bateson an extremely reasoned reply to his letter (Star letter, issue 23), Vic. Possibly too reasoned.

Speaking as one of a small band of Atari programmers who have been developing GEM environments to take us into the future, I take grave exception to some of Mr Bateson's comments.

Just how does the "icon culture" smell of exclusivity? Is Mr Bateson trying to say that there is a clique somewhere of people who share icon info and who are sworn to keeping the secret of, perhaps, what the third icon down from the left in *Calamus* might mean? This is errant rubbish. The use of icons is often the only possible way of including all the options available to the user at any one time.

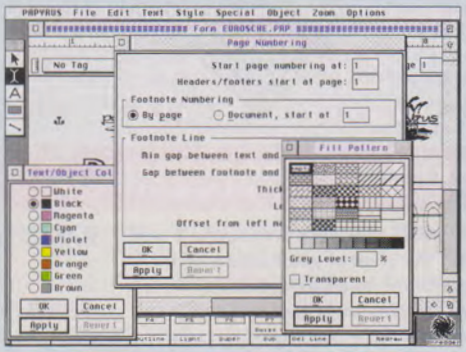
To take *Calamus* as an example, how exactly would you fit 20 or more options (per icon toolbox) on-screen if we were to follow Mr Bateson's advice and use "proper" words? This is fine for dated programs like *1st Word Plus* – which has few options to offer – but is unworkable for the kind of modern software which we should all be hoping to see on our desktops.

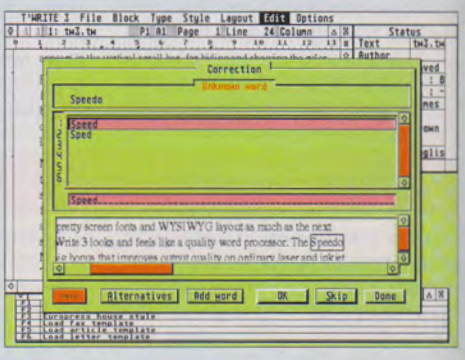
That said, there is definitely a problem with some packages when it comes to icon recognition. This, I believe, occurs because a lot of programmers try to be graphic artists, which they rarely are.

"Exclusive dependence on the mouse"? Should we all go back to using command lines? Although agreeing that there should always be keyboard shortcuts for any mouse operation, I can think of few places where I'd like to see keyboard operations *instead* of buttons, pulldown menus and the like.

And as for "Smart-arse programmers", "spotty herberts", and "life-wasting games"? Mr Bateson's choice of language is as offensive as it is inaccurate. His views seem to be stuck back in the '70s – I wonder if he's the type of person who still uses the term "computer whizz-kids"? I know a number of programmers, including myself, who are working very hard (often, in fact almost always, without immediate payment) to bring about intelligent, easy-to-use GEM interfaces that give the user a pleasant working environment. Without such people the Atari world would have died and the few people still using their outmoded, virtually useless, machines would still be running *1st Word* and *DB Manager*. Let's have some support rather than this kind of ill-judged nonsense.

Regarding the "Help key", yes I agree entirely. In fact, if you keep abreast of current programming technology you'd find that most GEM toolkits (which are used to write modern-looking GEM interfaces) include this kind of thing. But I doubt whether Mr Bateson would like this though – as well as being activated





Paper power – Papyrus and That's Write 3 sport user interfaces typical of modern German programs.

GOT SOMETHING TO SAY?

ST Review is your magazine and putting pen to paper gives you direct contact with us. As editor, I read every letter that you send and carefully select the ones for publication. I receive far more letters than can be printed, so make yours interesting if you want to see it in these pages!

It may simply be that you have a constructive criticism about an article in *ST Review*, or that one of our columnists has inflamed you with his honesty. Whatever the reason, drop a line to me, *Vic Lennard*, at:

Points Of View,
Atari ST Review,
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All mail received is considered for publication unless otherwise stated and we reserve the right to edit letters where necessary without altering the context.

SWITCHED ON

£25 STAR LETTER

I refer to your ST A/B Boot Switch "Shortcuts" review in issue 22, January 1994. I am a radio amateur and was employed in avionics – may I offer the following suggestion to those that might like to carry out this modification but fear damaging the main ST board.

Instead of trying to desolder the two pins of the chip and pull them through to bend them up, cut the pins off flush with the board (on the chip side) and then, with the aid of a soldering iron, heat up and remove the remains of these two pins from the print side of the board using a solder sucker. Having done this you can now fit the wiring to this point and the stubs of the pins remaining on the chip can now be gently bent upwards and the wiring soldered to these as per the instructions that come with the kit.

S Beauchamp, Crawley, West Sussex

Thank you for the advice – and such tireless devotion shouldn't go unrewarded so a cheque for £25 will shortly be winging its way to you!

A switch in time – advice on how to install the A/B Switch safely...

by the keyboard there is also an on-screen button...
Graeme Rutt, Cambs

The arguments for and against icon-driven programs could fill both of these letter pages – and more besides. While non icon-based programs such as Protext are very popular, we are certainly seeing a new generation of German programs, many of which sport impressive user interfaces. Which do you prefer and why? Drop me a line and we'll discuss this further...

UP FRONT

The ST is limited to the choice of low, medium and high resolutions, but the Falcon, with its VGA/RGB choice, offers from two to true colour resolutions. This gives a wider chance of trying to run software in the wrong resolution and so believing the program is faulty.

This is further complicated by some applications being incompatible with *MultiTOS*, *NVDI* or other system enhancements.

With so many permutations available for the Falcon and ST, it would be very helpful if the optimum and permissible range of compatible settings could be indicated for cover disk programs, software reviews, and PD disks. This indication should appear at the start of a review, rather than buried in the text.
N Scott, Altrincham, Cheshire

Our recent review of PixArt brought this point home very clearly; David Howell ran it on his system without problem while Keith Berry, with a 4Mb STe, had no end of trouble. But while I agree that this information should be forthcoming, you must appreciate the impracticalities as well. Most of ST Review's writers have a Falcon and an ST of some type; some also have access to a number of different TOS versions. But to thoroughly test every program for resolution, TOS version and system enhancement compatibility is almost impossible.

I am not saying that ST Review attempts to shortchange you in the fact stakes. Far from it; I believe that the magazine you are currently holding in your hands is the most accurate of the UK ST glossies. And from next issue, you will see a change in our score-boxes, one of which will be the division of "Min. Memory" into three categories giving you the minimum RAM, monitor resolutions and Atari computer type. I hope this will help.

Of course, the real answer is for software writers to include a document file outlining the kind of points you have raised – but that's another question altogether...

THERE ARE ALWAYS TWO SIDES...

I am writing to you in response to your answer to David White's letter, in issue 23 (February 1994). Also to raise a point mentioned in another letter on the same page from Leo Vincent.

Like, I am sure, a large number of ST users, I have had my machine for some time now. It's an STe with 2Mb, a second disk drive, and a Citizen 24e printer. I have been buying ST magazines since the day I bought my ST. As a consequence, I have built up a massive collection of magazines, cover disks and related information from PD companies and the like, and although I certainly still have a lot to learn, I'm very happy with my choice of computer.

Full circle – release of the Falcon has resulted in development of some of the best ST software.

Why do I buy *ST Review*? Because it is, quite simply, the best ST magazine on the news stand. I like the content; I like the intelligent way that the whole thing is strung together. I also respect the professionalism of the editorial team who aren't afraid to give genuine opinions even though they have to be hidden under a sticker! So, I suspect, do the majority of your readers.

Let's take the competition. *Atari ST User* has got so thin that it's just not worth the money anymore, and John Butters, unlike yourselves, seems to hate criticism of that magazine, which is probably why it has lost its appeal. *ST Format* is still quite good, but suffers from rather a lot of "games overkill", and news of the Falcon and Jaguar which frankly aren't what I buy an ST magazine for, and indeed has stopped me from buying several recent issues. It's time that the Falcon saga was put in its own cover, and then those who are interested can read about it without "poaching" space from magazines starting with ST...

So it does in many ways come down to the cover disk. Yours are excellent, and I don't agree with what Leo said. The cover disk of *Timeworks 2* was clearly marked, and the magazine was still an excellent buy.

As I can usually find any information I want, having kept a magazine contents disk from the early days, this isn't necessarily why I buy the magazine. The cover disk can often be the decider. I would willingly fork out £4 for an issue with two disks, as I suspect would many others.

Just keep those zoo animals out of our magazine! Falcons and Jaguars aren't what I buy your magazine for, and if the content of them becomes too great, then I will simply not buy the magazine anymore, and that would be a great pity.
Keith Simpson, South Devon

Is it just my imagination or are all ST owners as paranoid as D. McGeachie (issue 23) appears to be? He seems to think that because he personally can't afford a Falcon anybody who has bought or is thinking of buying one should be deprived of the few sources of information available to them. If ST magazines didn't cover the Falcon then I for one would have no idea what was available for it. I appreciate that there are probably not many Falcons in the UK, and this is a shame as it is an excellent machine, but I don't think that those of us who had the nerve and belief in Atari to buy what was their most powerful new computer should be punished for attempting to support Atari, even if that belief does now appear to have been misguided, due to Atari's inept attempts at marketing. I also don't see any reason why ST mags shouldn't support the Jaguar as I can see its appeal to ST gamers. Hopefully, if the Jaguar is as successful as it seems, it may then lead to more money being put into ST and Falcon developments.

There seems to be plenty of productivity software available and more coming out all the time which can only be good for the whole Atari range. Many of these new applications are downwardly compatible with the ST and fully GEM/*MultiTOS* compliant – why all programs weren't fully GEM compliant all along I don't know, but that's programmers for you.

I for one will be continuing to use my Falcon for a while yet – and I may even be forced to put my programming and artistic talents to use and write some games for the beast if no one else will. Keep up the Falcon coverage.
Alan Broad, Ayr, Scotland

As editor of ST Review, I have to see both of these points. Over the last year, ST Review has become the ST magazine for editorial coverage, giving you full reviews of all products as they emerge, along with a feast of features and highly useful previews of the major programs before they appear. And we don't just stick the latter in our News pages as an afterthought – previews are as carefully planned as reviews.

No Falcon-specific magazine exists – and I doubt whether one ever will as the target audience is far too small. ST Review tries to review all products for the Atari range of computers – and Alan's point that most Falcon products are ST-compatible is an important one. How many Falcon-specific programs are there apart from Chromastudio, which has yet to be released, and direct-to-disk products? I cannot believe that any ST Review reader would prefer us to ignore the likes of GEMView, DA's Picture, Studio Photo and Calamus S 2 just because they happen to make full use of the Falcon's additional hardware.

The Jaguar is a different issue, and I believe that many ST owners will be interested to know just how good this games machine is. But you cannot fail to have noticed that ST Review has yet to provide coverage outside of the News pages. This will continue until reasonable stocks of the Jaguar are available in the UK, at which point we'll start to review the games in Screen Scene – but we certainly won't devote a separate section to it.

If you own a bog-standard ST and have no intention of upgrading your machine (apart from a little extra RAM possibly), then you have my whole-hearted support. For now you can reap the benefits of owning some of the best software ever seen on our machines, much of which would not have been developed save for the emergence of the Falcon.

And as I always say, ST Review is your magazine. Thanks, Keith, for some of your other ideas which I simply didn't have enough space to print – and I'll be looking very closely at the results of our recent survey...

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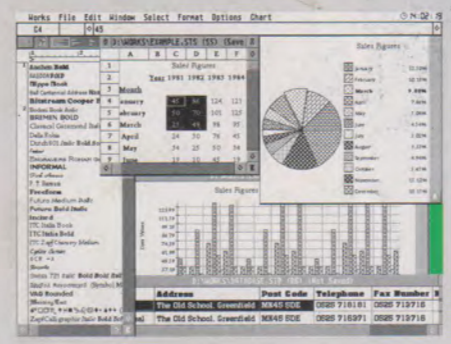

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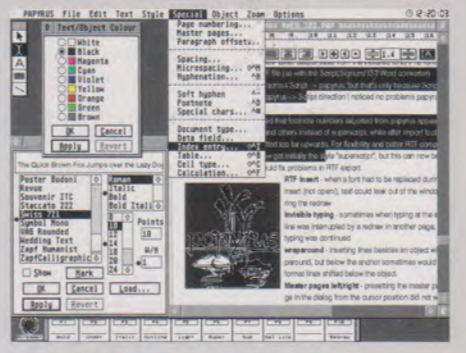

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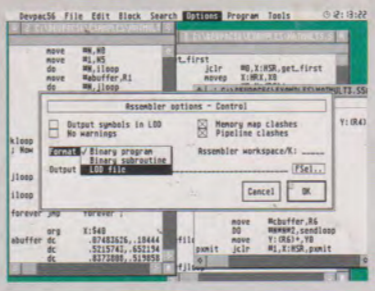

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Remember that we've also updated our other programming languages for the Falcon. Devpac 3.10, Lattice C 5.60 and HiSoft BASIC 2.10 all contain extra libraries/include files for the Falcon, an extended debugger that works in all Falcon resolutions and much more. The *Modern Atari System Software* book (free with Lattice C 5.60) gives full Falcon developer documentation.

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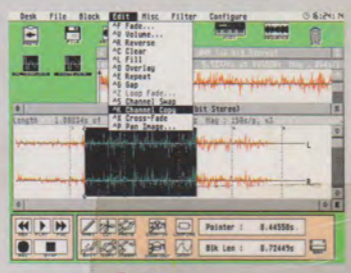

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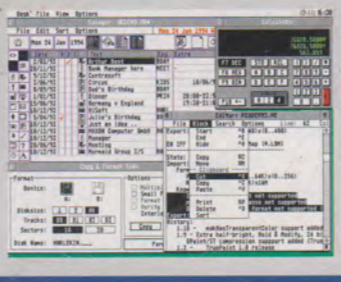

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